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JANUARY 1994

ISSUE 25

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January 1994 Issue 25 £2.50

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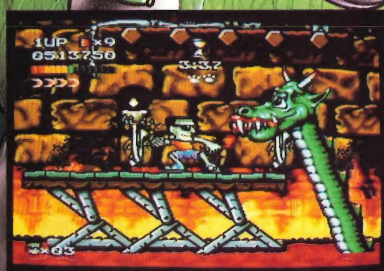
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TOTAL!

Issue 25 January 1994

EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

NINTENDO

TOTAL is the UK's biggest independent mag for Nintendo gamers.

FACT: Number of people who buy TOTAL each month: 70,648

ABC Jan - Jun 1993

TOTAL News

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12 Previews

We look at Wolfenstein, Zool and loads of other goodies!

16 Letters

Frank answers your questions and gets a nasty paper cut.

23 Reviews

Find out which games you should be shelling out for this Christmas.

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Win a giant bag of fabulous Lamborghini goodies!

Fast find!

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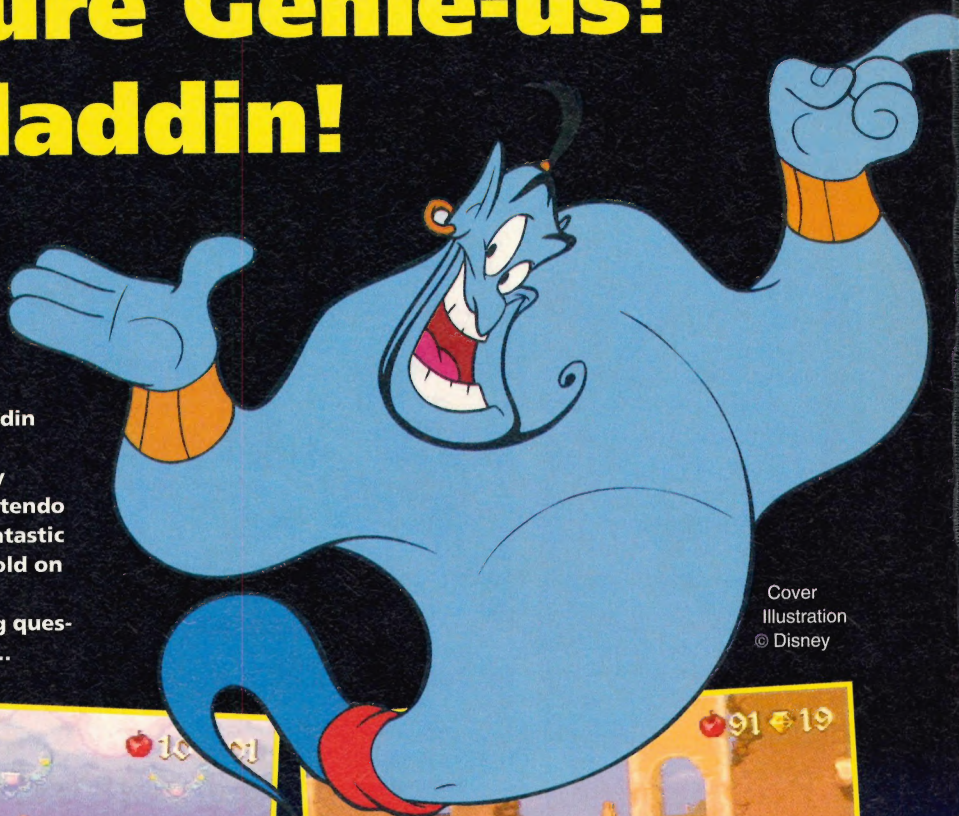
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It's Pure Genie-us! It's Aladdin!

24

Crikey! Those Mega Drive owners thought that Aladdin was the very pinnacle of animation. They obviously hadn't seen the Super Nintendo version. Check out our fantastic review on page 24, and hold on to your hats. This one is a stunner! But the really big question is - how does it play...



Cover
Illustration
© Disney



Look at the backgrounds. Check out the sprites.



Boing! That'll teach you to kidnap my bird!

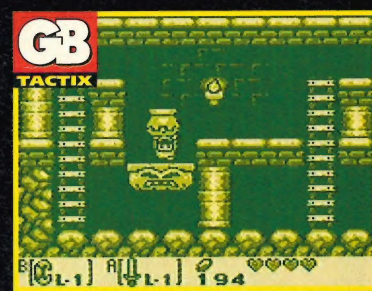
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SUPER NES • GAME BOY • NES

For the total Nintendo picture, we're all you need!

91 TOTAL Tactix

You know how it is. That game looked so simple in the shop, but now you've got it home you're completely stuck. Fear not. We're here to help...



Super Mario Bros. 3

A complete players guide, from start to finish!

Link's Awakening

Part two of our vast guide to Zelda on the Game Boy.

Demolition Man

64 Sly's latest, and possibly greatest, is on its way to a Super NES near you. We ask Virgin if we can take a sneaky peek!



What are you looking at, eh? Think my lips look a bit funny, do you? Go on, shove off.



Blam, blam, blam! Take that, you vile futuristic blokes. Eat 20th century lead.

Dragon

68 We take a look at the hot new combat sim from Virgin. Live the life of Bruce Lee and kick a lot of people's heads in!



Yikes! All I wanted was a trim and a shave, there's no need to over do it.



TOTAL! NINTENDO!

In the news from TNN this month... Hyper Nintendo news... the Game Boy... The latest Nintendo book reviews... FES

Hyper Nintendo Update

Is it true that Nintendo's much-vaunted 64-bit machine has been put on ice? Will it be an arcade-only machine? Or is it all just gossip?

A couple of magazines have recently reported that Silicon Graphics were planning to pull out of the Project Reality deal with Nintendo. Tish and pish more like. We spoke to Silicon Graphics and were told that this was just the usual rumour-mongering that happens during any big deal. Project Reality is still on schedule, and you can expect to see the fruits of this venture in an arcade near you towards the end of '94.

If any problems do arise, they'll be linked to the use of virtual reality headsets in the home. The poor design of the headset's display system can lead to headaches and nausea. (Apparently, your eyes misinterpret the miniature TVs' perspective and can't work out whether they should be focusing on a distant or close object) Research is currently under way to find a new kind of viewing

system. So when the home version of Project Reality does finally arrive, we could be seeing a true revolution in the world of home entertainment. Live 3D action in the comfort of your own home.

With a 64-bit processor, 24-bit true colour graphics and some as yet undisclosed custom graphics chips, this should make the existing VR arcade machines look a bit pathetic by comparison. Get it into homes and you may have some weird social phenomenon on the way. Wild Palms anyone?

An artist's impression of Nintendo's 64-bit console - Project Reality.



Look at the size of that crowd! (Bonus points for spotting the ginger.)



Bands played, people danced (a bit) and it was just like Woodstock. Honest, it was.

The Future Of Entertainment

The Second Future Entertainment Show came and went last month, and a bewilderingly good time was had by all. GamesMaster broadcasted live from the show and Dexter was on stage twice a day organising various challenges. Frank, Chris

and James were there too. Frank was presenting the National Gamesplayer Championship (leaving Chris to man the consoles). There were plenty of new games on show and thousands of people filling the joint - just take a look at these pics...



Ocean's diner was always full of hungry punters gagging for a burger or two.



And GamesMaster Live was there with Dexter, Bazzar and, erm, Nigeler.

ENDO NEWS

Starwing 2... Latest Super FX 2 chip... Super Mario Land 3 on Show report... And more news from our US correspondent...

Winter Olympics



Enter the Winter Olympics and help Britain win a proper medal (none of that Torvill and Dean rubbish).

Multi-event sports games were huge in the mid-eighties, with the Daley Thompson and Games series topping the charts.

It's hardly surprising then that US Gold's newie, Winter Olympics, employs the same format as those ancient sportsters. There are ten events including downhill skiing, three types of slalom, bobsleigh, luge,



Ski-jumping's in there too, so you can experience the joys of flying through the air... And going splat.



You can ride the bobsleigh and emulate world famous bobsleighters like - ooh - well, there's tons of them.

short-track speed skating and the ski jump.

Up to four players can take part, although only the short-track skating enables them all to play simultaneously. The game carries the official Lillehammer '94 licence and should be out in January - just in time for the real thing. Now, where did I put my ski goggles and woolly hat?



And, of course, there's downhill skiing - which is what I'm doing this Xmas. (Go on, rub it in - Frank.)

The Right Honourable Bombermen

Oh, wouldn't it be great if we could set video game characters on politicians? Just imagine Zangief from SFII unleashing his spinning piledriver on John Major. Or what about Probotector laying into the Commons Select Committee on Home Affairs.

Great idea, eh? But for now we'll just have to make do with three fluffy Bombermen posing in front of the Houses Of Parliament, in this highly contrived photo. Still, they're cute...



Who'd have thought something cute and fluffy could bring down a government (Okay, yeah, there was the Profumo affair).

Ali Hits Town

Muhammed Ali was in London recently to flog his new Super NES and Game Boy game, the imaginatively-titled Muhammed Ali Heavyweight Boxing. The game's being touted as a new standard in boxing games. It's got a fight on its hands, though, if it intends to beat Electro Brain's outstanding Legends Of The Ring, which is due for release in the States in the very near future. Muhammed

Muhammed Ali on the Super Nintendo (Well, not on the Super Nintendo, but... Oh, you know).

Ali Boxing will be out on the Game Boy at the start of December and on the Super NES in January.



To celebrate the release of Shadowrun, new software house, Laserbeam have sent us some stuff to give away. The first prize winner gets a copy of this engrossing Super NES game (81%, TOTAL issue 21), a complete set of the twelve Shadowrun novels and a copy of DMZ - the Shadowrun board game. The runners-up will each get a Shadowrun novel. To stand a chance of winning, just tell us which undead creature casts no shadow? Write your answer on the back of a postcard and send it to: **Shadowrun Compo, TOTAL, 30 Monmouth Street, Bath BA1 2BW.** Oh, and all the usual rules apply.

**Shadowrun
Compo**

WAY OUT WEST



He's back. TOTAL's US correspondent, Neil West, delivers the latest Nintendo news from the other side of the Atlantic.

California's Attorney General Gets Tough...

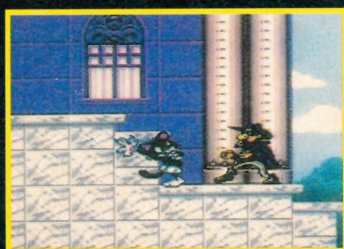
Elected officials are always looking to make a name for themselves in the USA. If they're not grinning inanely while making a stand against squeezable cheese (hurrah), or demanding that handguns are made illegal, they're grinning inanely while opening new squeezable cheese factories (boo), or defending the individual's right to carry huge bloody bazookas.

But I digress. The news here is that California's Attorney General, Daniel E Lungren, has taken it upon himself to lead the growing crusade against violent video games. In letters to Sega, Nintendo and Capcom he states: "As California's chief law enforcement officer, I am deeply concerned with the rising trend of juvenile crime in our State and the escalation of violence on our streets. Part of the problem lies with our society and its culture of violence. Our children are becoming desensitised to violence because of their constant contact with gratuitous violence throughout their everyday lives... I am writing to you today to ask you to stop the manufacturing, licensing, distribution or sale of any video game title which portrays graphic and gratuitous violence."

So will the game industry take note? Find out how Sega, Nintendo and Capcom reply next month...

President Clinton's Pussy Cat...

...Goes by the name of Socks. And with the Americans being the fruitcakes they are, he's become a bit of a star. Socks, it seems, is set to appear in his own SNES game called Socks Rocks The Hill. The game sees America's First Feline searching the White House for an ex-KGB agent intent on destroying Washington with a Rush Lim-Bomb.



Socks the Cat Rocks The Hill. That's Americans for you...

Virgin Introduce The Dynablazers

The Dynablazers are a selection of roller-blading, hockey-playing dinosaurs, and next summer (if Virgin have anything to do with it) they will be the stars of biggest video game around.

Details of the game are thin on the ground at the moment, but I've seen the basic animation going through its paces, and I can tell you that it looks well impressive. More news as I get it...



Mortal Kombat: Graphic and gratuitous violence?

Death Of Superman

Sunsoft plan to release a Super NES video game title based on the comic book The Death Of Superman. Sunsoft have had a lot of practice with superhero-based platform games, but so far they've failed to come up with the goods. Let's hope they get their act together for this Super NES venture, because this is one license that's too good to waste...

Battle Of The Beat 'Em Ups

Capcom have taken Data East to court. They claim that Data East's coin-op beat 'em up, Fighter's History, has ripped-off many of Street Fighter II's features, and they're not happy about it.

This is no big deal in itself, but the result of this court case could well have a knock-on effect for the rest of the video game industry. If the court decides that Fighter's History is indeed ripping-off Street Fighter II, then what's to stop Capcom prosecuting the makers of all the other Street Fighter II clones which have flooded the market recently? And who's to say that one shoot 'em up isn't ripping-off another shoot-'em-up? The implications of this court action are far reaching and may, in the long-term, result in games being pulled from the shelves. Let's hope not, because more choice has got to be a good thing...



So, is Street Fighter II really the ORIGINAL beat 'em up?

Super FX 2

Super FX chips, fab eh? Well, yes. But so far Starwing is the only game to use the Nintendo's 3D graphics chip, and Super FX games aren't exactly falling over each other to hit the shelves.

Things are looking up, however, with the news of Nintendo's Starwing 2. The sequel, which uses the new Super FX 2 chip, will run at twice the frame rate of the first game in one-player mode and include a new two-player split-screen option.

Not wishing to be left behind, Elite have not one, but two Super FX games in development. Power Slide's a one or two-player rally/racing game, and like Starwing 2, it will also

have a split-screen option for two-player games. The second Super FX Elite title is another, as yet untitled, driving game which will push the Power Slide concept even further.



Remember this? Well, hopefully Starwing 2 will look even better, thanks to the new FX 2 chip.

Super Chase HQ

Memory Lane time. When Chase HQ first came out in 1987 it was one of the few violent driving games around. The idea behind the game was to smash your police Porsche 928 into the back of escaping felons' cars in an attempt to force

'em off the road. Super Chase HQ keeps the same format, but changes the graphics - you view the action through the windscreen not from behind the car as in the coin-op original. There's no firm UK release date as yet, but we'll keep you posted.



When you finally catch up with the felons in Super Chase HQ, one of them starts shooting.

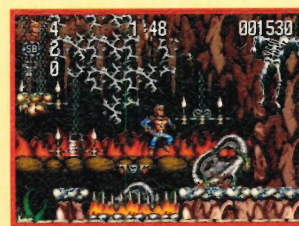


Tunnels and turbos. (And an impossible glimpse of the driver in the rear-view mirror.)

Jim Power in 3D

Hey! Spook! A 3D game. Is this some virtual reality trip, or something? Well, no. Not exactly. You know those crappy cardboard 3D glasses with one red lens and one blue lens which you can use to watch special TV shows or films? Well, Electro Brain's latest offering, Jim Power uses a similar system

to give a (sort-of) 3D effect. No doubt they're hoping this will make Jim Power stand out from the deluge of other platform blasters which will make their appearance that month... Week... Day... Hour...



Is 3D a new dimension in gaming or just a gimmick?



Jim Power will use special polarising lenses so you can view the game in 3D.

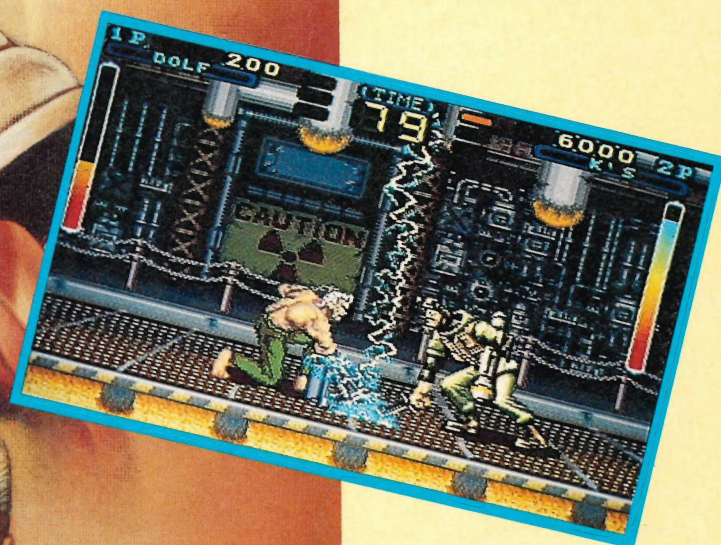
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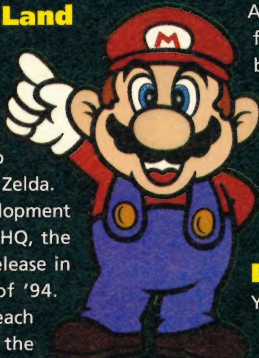
WAY OUT EAST



Japan is the home of Nintendo. It's also the home of the hottest events on the Nintendo games scene. Read on...

Super Mario Land 3 is go...

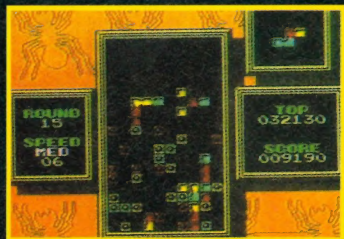
Oh yes, the third in the Game Boy Super Mario series is on its way, and it looks set to be the best title since Zelda. Currently under development at Nintendo's Kyoto HQ, the game looks set for release in Japan at the start of '94. Hopefully, it should reach us here in the UK by the middle of the next year. We'll keep you posted...



TETRIS FLASH

A new NES game just out in Japan is Tetris Flash. This is the latest puzzler to try and emulate Tetris's incredible success. Gameplay's a combination of Tetris and Dr Mario. Tetris-style blocks can be rotated as they drop onto the screen, but like Dr Mario, they only disappear when there's a row of the same colour.

Doesn't sound all that amazing to us, but Nintendo are releasing this cart to coincide with the re-launch of the new-look NES in Japan, so they're clearly hoping that it'll give the Jap NES market a boost. Whether the game, or the new-look NES, will come out in the UK is another matter, but we'll be surprised if you see either of them.



Tetris Flash is intended to revive the NES's fortunes.

Sounds Familiar...

Nintendo of Japan are developing a mouse-compatible music cart called Sound Factory, but if it's anything like Mario Paint's music it'll be as much use as a broken stylophone. The game isn't a proper music programming system, but it does include three different games – Pix Quartet, Beat Hopper and Starfly – which are presumably aimed at teaching kids about music.

In Pix Quartet, you draw a picture with a palette of 16 colours and then select four bugs who crawl across your picture playing a different musical note as they cross a new colour. Beat Hopper looks like Q*Bert, but it plays different drum beats as you land on each square.

And in Starfly, you move a firefly around the screen, pressing buttons to sound different notes.

Now, I hate to damn a game before I've even seen it, but this cart sounds like it could be the worst thing on the SNES for a long time.

Dragon Ball Z 2

You know, over in Japan Dragon Ball Z is a phenomenally popular cartoon series.

Shame then that the only connection we've had with it, is through the third-rate beat 'em up with a dodgy split-screen display.

Well, the Japanese obviously spent enough dosh on it to warrant a sequel, because one's on its way. And, surprise-surprise, it's going to be almost exactly the same as the original, right down to the split-screens and lack-lustre graphics. Some people never learn...

Return Of The Mystical Ninja

Blimey! We've only just reviewed The Legend Of The Mystical Ninja and already the sequel's on its way. Actually, Mystical Ninja's been around in Japan for almost two years now, and the sequel, Goemon 2, does a whole lot more than most sequels.

The formula's the same as the original, with a mixture of platform levels, adventurey bits and a kooky Japanese story. Like the first game, it's got a load of little sub-games to play, including the entire first level of Konami's shoot 'em up Xexex. Sounds great!



Mystical Ninja 2's extremely mystical – that or plain weird.



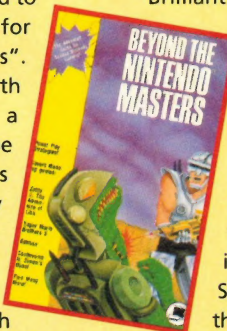
And it's even got platform levels (inevitable, I suppose).

Book 'Em, Dano

Another month of Nintendo books. Another selection of biting critical reviews from our jury of literary Steve McGarretts.

Beyond The Nintendo Masters £9.50

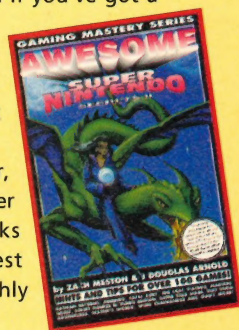
Now, this book's supposed to be an "advanced guide for serious Nintendo gamers". If that means gamers with practically no need for a help or tips then they'll be okay, but the rest of us will be well and truly stumped. The book's really vague (to retain the game's sense of mystery, I suppose), which is pretty useless. After all, the only reason you buy a tips book is cos you're stuck. What's worse, there are only 16 NES games covered in the entire thing. This isn't worth a tenner of anyone's money.



Awesome Super NES Secrets £10

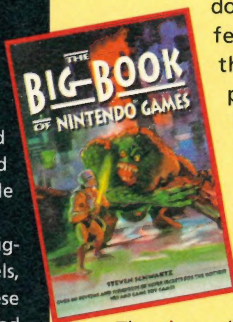
Brilliant stuff. This sequel maintains the high standards set by the first excellent book in the series. With 32 complete player's guides and over 100 cheats for various other SNES titles, this is a must buy. Almost all of the games covered are out in UK, and if you've got a Super NES there's sure to be something in this book for you.

Taken together, the Awesome Super NES Secrets books are the very best you can buy. Highly recommended.

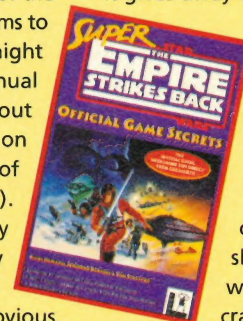


The Big Book Of Nintendo games £15.45

With over 450 pages covering more than 80 NES and Game Boy titles this pretends to be value for money, but don't be fooled. Only a few games get more than two or three pages and most of the information seems to have come straight out of the manual (including about a page or so, on the storyline of each game).



The tips, when you actually sift 'em out, prove to be very strong contenders for the Murray Walker Stating The Obvious Awards. And many of the games tipped are American-only releases. What a turkey!



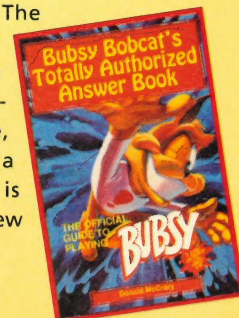
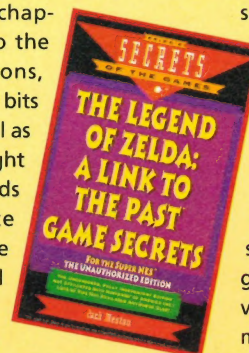
Super Empire Strikes Back Guide £12

This book really is complete tosh, especially considering the game's not hard, just laborious. The only secrets it gives away are the locations of a few hidden caves concealing the odd extra life. And the book's padded out with tat from the film, like a few lines from the script or a handful of cruddy sketches. What loony would pay £12 for this crap? Ah, hello, I didn't see you there, Mr O'Connor...

Bubsy Bobcat's Totally Authorized Answer Book £12

This book does show you absolutely everything in the game – every bonus, every 1-Up, every continue, every restart point – everything, really. Each level is mapped out, and screenshots show you how to get at all those difficult-to-reach items.

There are even tactics for beating the bosses. The thing is, Bubsy The Bobcat is a pretty straightforward game, so who needs a guide? And £12 is very steep for a few morsels of info.



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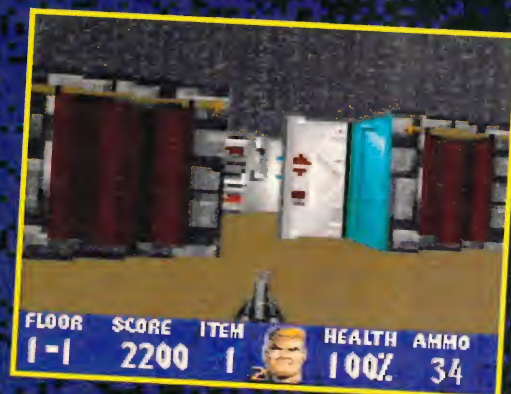
PREVIEWS

Ever fancied being able to see into the future? Well, in TOTAL's Previews section we predict with remarkable accuracy what games are going to be coming out for your Nintendo. (We can't tell you who's going to win the 3:30 at Haydock Park, though.)

Wolfenstein 3D



Shooting lots of Nazis is the aim of the game. I can hear Mary Whitehouse now...



Actually, the aim on most levels is to find an exit. And shoot lots of Nazis on the way.

For Super NES

Try and imagine you're in a movie that's a cross between Where Eagles Dare and the Indiana Jones films and you'll have a rough idea of what to expect from Wolfenstein 3D. The game puts you in the shoes of an American super-soldier, a real one-man army type of guy, who has to take on the Third Reich's finest in a series of dangerous missions.

Everything is seen from the point of view of the lone American soldier. You chase about the dungeon-like Nazi bases, killing as many of them as you can. The game moves at a hell of a pace, but if you dash around the mazy levels at breakneck speed you'll soon blunder into a group of gun-toting Stormtroopers and wind up 'missing in action'.

From Imagineer

Out January

Although Wolfenstein 3D may sound like a plodding role-player, it's not. In most of the missions you'll be stalking through the levels searching for keys and hidden rooms and having a few firefights with the guards on the way.

Wolfenstein started life on the PC, and although the Super NES version doesn't have the same amount of graphical detail, it still oozes atmosphere (and lots of blood) and is a right old challenge too. We'll have a full review in the next issue of TOTAL (if the Nazis don't get us first).



The tables and chairs might look nice but you can't do anything at all with them.



If you let the Brownshirts get this close, you're as good as dead.



Later levels are full of zombies brought back to life by Nazi doctors.

Wall to wall goose-stepping...



To give you an idea of how Wolfenstein works, here's a look across a room.



You've walked a bit further into the room and are now standing over a Nazi corpse.



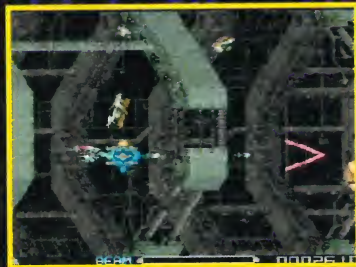
And here, you're right up against the wall, in front of a Nazi coat of arms.

R-Type III

**For Super NES
From Irem
Out Soon**



All right, then, Mr Clever, let's see you get out this situation.



Doesn't look like much but when it's moving, it's stunning.



At the end of level 2 you face a dodgy-looking bad guy with one eye and these... Er, things.

Along with Konami's Nemesis, R-Type redefined the scrolling shoot 'em up genre in the mid-1980s, and Super R-Type was one of the first Super NES games out in the UK.

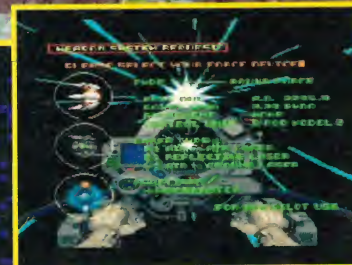
Well, what that brief history lesson was leading up to is the fact that there's now an R-Type III. The big question is whether developers Irem are further refining the concept or simply flogging a dead horse.



The R-Type power beam is even bigger now.

Number three in the series keeps to the same formula as all the other R-Type incarnations, although the slowdown's not so apparent. The gameplay? Well, it's a horizontally scrolling shoot 'em up, with power-ups, giant end-of-level guardians, some tortuous level designs and all the usual stuff. Expect the, er, expected if it appears in the UK – it's just out in Japan.

Level two is set underwater and is full of crustaceans.



You get a selection of three pods to choose from.

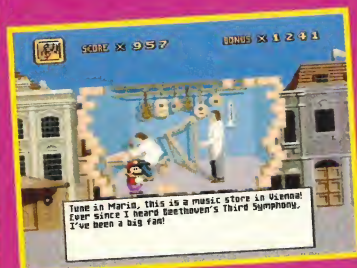
Mario's Time Machine

**For Super NES
From Mindscape
Out February**

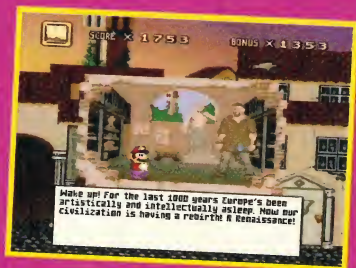
After the success of Mario Is Missing, Mindscape have another well-crafted piece of Mario 'edutainment' on the way. Mario's Time Machine is less of a run-around than the

first game and will expand the mind of many a young Super NES player.

Bowser has stolen artifacts from famous people in history and Mazza has to return them. He travels back in time to meet each historical figure, find out about them and then give them back their artifact. Looks very good and very 'worthy'.



In Vienna, Mario has to find out about Beethoven.



Michelangelo gives Mario some advice on sculpting.



Beach bum Mario 'time surfs' his way through history.



Back in Vienna, Beethoven ignores Mario's pleas for help.

Monster Max

**For Game Boy
From Titus
Out New Year**



Monster Max follows in the footsteps of great isometric 3D games like Knight Lore and Alien 8.

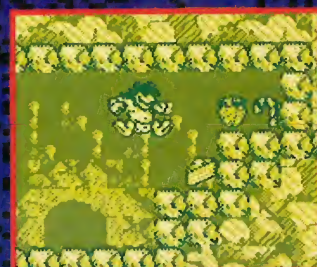
Isometric 3D adventures like Knight Lore, Alien 8 and Gunflight used to be all the rage on the Spectrum a few years ago. They were all coded by Ultimate, who since the late '80s have been working under the name Rare. Monster Max is an isometric 3D adventure and it's by Rare, and it's very similar to Alien 8, so there you go. The graphics work really well on the Game Boy, and the puzzle-based gameplay eases you in, with a tutorial and nine training levels before you move on to the ultimate mission. Monster Max looks to be one of the best new Game Boy titles around and we'll be reviewing it as soon as we can.



Prehistorik Man

**For Game Boy
From Titus
Out New Year**

This platformer has got some of the prettiest Game Boy graphics ever seen. You play Prehistorik Man, who has to race across the platform levels and take out any dinosaurs that get in his way. With games like Joe 'n' Mac and Chuck Rock around, this is hardly original, but – hey – at least it looks good.



Prehistorik Man is yet another antediluvian adventurer who braves all for no apparent reason.

Desert Fighter

**For Super NES
From System 3
Out Soon**

Remember Desert Strike, that Gulf War-style shoot 'em up that let you loose in a helicopter gunship? Well, Desert Fighter has a lot in common with that game, except that instead of gunships, you fly heavily armed war planes:

That pipeline's looking vulnerable. And very pipey.



The Strike Eagle goes in low to strafe an enemy air base with cannon fire.



An A-10 Thunderbolt or an F-15 Strike Eagle.

The game has the same isometric 3D view as Desert Strike and the missions work in much the same way as well - destroy a few key objectives and knock out as many other targets as you can. It all looks very Desert Strikely... with a hint of Desert Strike and perhaps a touch of... Oh, you get the idea.

Who would have thought that Asda had a shop in the desert?

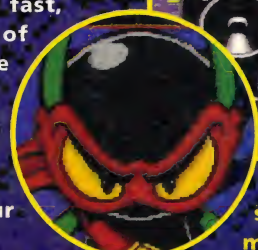


Use the menu screen to get toolued up before you fly off.

Zool

**For Super NES
From Gremlin
Out January**

Zool is a big hero on the Amiga, but on the Super NES he'll have his work cut out to beat Mario. This version does look very bright and colourful, though, with loads of varied levels packed with parallax. It also seems nice and fast, and Zool has lots of 'humorous' traits like all the other platform stars. To find out if the game's any good to play, though, you'll have to wait for our review next issue.



The ninja from the Nth dimension hits a continue.



Look at those speakers! Zool must be a student.

Humans

**For Super NES
From Gametek
Out January**

The puzzley gameplay of Humans is remarkably similar to that of Lemmings. You use icons to manipulate the actions of a bunch of cavemen in order to steer them to safety. Each of the levels helps the cavemen to evolve and learn about how to use weapons, how to use fire and so on.

We thought the Game Boy version was a little slow and the levels too sprawling, but we'll

have to wait and see whether the Super NES version is any improvement.



The Humans slowly evolve. Next stop: Frank.

Pinball Dreams

**For Super NES
From Gametek
Out January**

Pinball Dreams is widely regarded as the best pinball game on the Amiga, and the Super NES game can't fail to achieve the same status - so far the only other one we've seen is Jaki Crush, a Japanese import. This has the same tables as the Amiga version and... Uh, what else can we say? C'mon, it's pinball, with a shiny steel ball and lots of noise and flashing lights and stuff. If it's any good, you can bet that the TOTAL team will



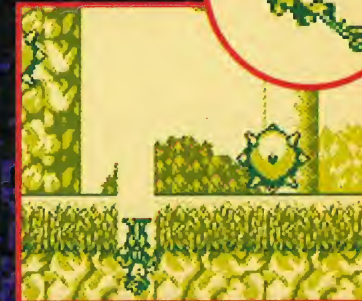
The Steel Wheel table in full Rolling Stoneless effect.

Blues Brothers II

**For Game Boy
From Titus
Out New Year**

Also known as Blues Brothers Juke Box Adventures, this follow-up to the first Super NES Blues Brothers game, which came out earlier this year (see TOTAL issue 19), follows exactly the same format. You play either Jake or Elwood and have to make it across a load of tough platform levels, collecting records and using them as missiles to take out the groovy

Brothers' on-screen enemies. We'll have a full review next ish.



Yes, he is meant to be there. He's dead, you see. D-E-A-D.



Another blasted video game
from Woolworths.

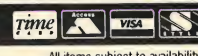


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WOOLWORTHS

FOR CHRISTMAS VALUE, IT'S RIGHT UP YOUR STREET.



Wait!

Frankie's Shorties Small is beautiful!

Dear Frank,
Will Pinball Dreams for the Super NES be worth getting or should I wait for Pinball Fantasies?
Bruce Henning, Moray
Wait and read the review, but it's not looking that great. **FRANK**

Dear TOTAL,
Why have Game Boys dropped in price so drastically? Is it because they have become less popular?
Frank Spencer, Hemel Hempstead
No, it's because Nintendo want everyone to own a Game Boy (like Sony with their Walkman thingy). The more people who own Game Boys, the more games will be sold and the more money Nintendo will make. Clever, really. **FRANK**

Dear Frank,
Will there be any decent 'Scope or mouse games coming out in 1994?
Craig Nightengale, Tyne And Wear

MARIO PAINT

Yes, but I don't know what they are. Mario Music is on its way, though - it's a bit like Mario Paint, but with music. **FRANK**

Dear Frank,
Do you think it is worth buying Street Fighter II Turbo if I already own normal Street Fighter II?
Lee Starkey, Leicester
Hmm. I'd do it, but then I've got loadsamoney. **FRANK**

Frank may be a failure at everything else, but one thing he can do is answer letters. Actually, come to think of it, he can't do that very well either.

No more gore!

Dear TOTAL,
I would like to air my views on censorship. I must be in a very small minority that doesn't mind that Mortal Kombat was censored. Why is everybody so ticked off about it? Does it really matter? The game is still great. I think that games generally are too violent. Most

games nowadays are violent - about 90% of Super NES games are violent. No wonder the world is at war so much. I am not saying that all the wars in the world are due to violent video games, but there is so much hate in the world today that we could do without it influencing young children. Young children were heavily influenced by Street Fighter II - on

a TV programme a young boy said he had tried Zangief's spinning piledriver on his brother. I realise that this only influenced a small number of people, but it only takes one young boy to die to remove violence from video games altogether. Secondly, about BBFC classifications of games (U, PG, 12, 15, 18). This would just go the same way as

Prize Letter
WRITE ON!
This dudes won some fab STUFF!

Electronic Game Boy?

Dear TOTAL
Your mag is absolutely ace. Here are some questions I would like you to answer.

- 1** Are Electronic Arts ever going to release anything for the Game Boy? Desert Strike would be very nice!
- 2** How will Tetris 2 on the Game Boy be different from the first game? Could it possibly be better?
- 3** I have some really good ideas for characters for games. How would you recommend I contact the game companies to tell them about my ideas?
- 4** I am hooked on Manga videos. Do you know if there are any Manga games coming out for the Super NES?

5 I heard that T2: The Arcade Game is being programmed for the Super NES to use the Super Scope. Would this be a good reason for purchasing the 'Scope?
Lee Chapman, Leicester

Dear Lee,
1 Not in the near future, I'm afraid.
2 I doubt whether the gameplay will change at all, but there will probably be more options and things.
3 Use the addresses they print on their ads.
4 Yes, Ranma, Fist Of The North Star and Akira are all either available on import or on their way.

5 It might be, but all Super Scope games are by definition limited, so unless you really like blasting, think hard before you splash out. **FRANK**



Fist Of The North Star (left) and Akira: just two of the Manga classics coming soon to your Super NES.

My Game Boy

FROM Macclesfield, Cheshire



Oh! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really *unusual* ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).

WIN! WIN! WIN! WIN! WIN!

► case, someone forgot to type in the right text, and the page went to the printers with the original random letters still there. Every magazine has mistakes, but we must admit that this was a prize howler! We'll try to make sure it doesn't happen again. **FRANK**

Dear **TOTAL**,

I have heard that Akira, the Manga cartoon, is to be released on the Super NES in Spring '94. Is it true? Will there be any more Manga releases and could you tell me which ones are out now? **Michael Mandia, London NW1**
Yes, it is indeed true. T-HQ are the lovely fellas responsible for licensing this amazing movie and the game will feature loads of elements from the film. Dragonball Z 2 is coming out shortly and there are plenty of Manga RPGs already available. FRANK

Yo, Frank!

Peace and respect to TOTAL and the guys. Just one question (I don't want to trouble your little minds). When will Super Bomberman be on official British release? See ya, dudes!
Steph Allman (12), Wednesfield
Now! It's from Sony rather than Hudson Soft and it's just about the fabbest thing ever. FRANK

Dear **TOTAL**,

Are there going to be any more TV adverts for the magazine, because I missed them the first time around?
Mark Wilson, Daventry
Probably not. Now we're successful we don't need to advertise. FRANK

Dear **TOTAL**,

In issue 23 you forgot to put the answers for the TOTAL Teaser. Could you tell me them?
Claire Barker (14), Surrey
We didn't forget - we simply didn't have enough room to fit them in. Sorry about that. Anyway, the answers are: 1. Lamborghini American Challenge (Super NES); 2. Kirby's Dreamland (NES). FRANK

Dear **TOTAL**,

My friend told me that Nintendo are making a 3DO machine that takes Super NES, NES and Game Boy carts. Is it true?
Steven Winfield, Derby



This is a 3DO, not a Nintendo!

Honestly, I don't know where you lot get your ideas from, I really don't. No, it's not true, and it's a pretty ridiculous idea, if you think about it. For a 3DO to be able to play Super NES, Game Boy and NES carts, as well as its own software, it would basically have to be four consoles in one. And even if it were possible, why would 3DO, potentially one of Nintendo's biggest rivals, want to help Nintendo's software sales? **FRANK**

► is really no different from the arcade original, which wasn't as good as Street Fighter II anyway, however much people made it out to be.
 Now that I've got that off my chest, a few questions.

- 1** Which is the best basketball game available on the SNES?
 - 2** Apart from FX Trax, are there any other Super FX chip games in the pipeline?
 - 3** Which is better, the Asciiware Super Advantage or the Nintendo Scoremaster?
- Thanks for listening to me.
Sam Woodman, West Sussex

Dear **Sam**,

- 1** The 3D one called Super Slam Dunk. It's not available in the UK yet, though.
- 2** Yes, Transformers from Argonaut, Starwing 2 and a couple of driving games are on the way. Most of the games being developed are top-secret at the moment, so there could be more we don't know about.
- 3** They're both great, but a bit on the pricey side. Get the cheapest one. **FRANK**

First-time buyer

Dear **TOTAL**

Congratulations on a great magazine, which is now better than ever. I have some questions and queries for you to answer.

- 1** How much is TOTAL issue 1 currently worth?
- 2** Do you think GamesMaster has gone downhill since Dominik Diamond left? Dexter Fletcher's voice is so annoying and Games World is a much better programme anyway.
- 3** Why do publishers (especially Ocean) give games infinite continues? It really shortens the

life of a game. I finished Mickey's Magical Quest on the first night I bought it!
 Thank you for answering my questions, and keep up the good work on the mag.
Matthew Bailey, London

Dear **Matthew**,

- 1** A million billion pounds, probably.
- 2** Nah, Dex is me top mate and 'e's great and 'e's snogged that girl off Press Gang, Julia Swahala or somefin' (said in a Dexter-type Cockney whine).
- 3** Because they're mad, that's why. **FRANK**

Good riddance!

Dear **TOTAL**,

First of all, well done on making such an ace mag and congratulations for getting rid of Thick and Baldy, cos they were ugly and made TOTAL ugly too. Here are my questions for you.

- 1** If I already own Super Mario Bros. 1, 2 and 3, is it worth buying Mario All-Stars?
- 2** Will Prince Of Persia 2 ever come out on the Super NES?
- 3** Will Day Of The Tentacle be released on the Super NES?
- 4** Are there any plans for a Starwing 2?

Gareth Deaves, Telford

Dear **Gareth**,

- 1** No, it's not. Except it might be, just for the Lost Levels game, which is brilliant (and extremely tough). Apart from that, you'd just be paying for nicer graphics, cos the gameplay's the same. You could always sell your other carts (try TOTAL's reader ads pages), and then it would be worth it.

2 Hmm. Possibly.

3 Nope.

4 Yes.
FRANK

Super NES is best!

Dear **TOTAL**,

Well done on issue 23 - neat cover. I'm a proud owner of a Mega CD and a Game Boy. I'm trying to decide whether to get a Super NES and just want to know the answer to three questions.

- 1** Is Super NES Street Fighter II Turbo better than the Mega Drive version?
- 2** How much does the Super NES Street Fighter II Turbo package cost?
- 3** Don't be biased or anything, but do you think I should sell my Mega CD and Mega Drive to buy a Super NES?

Andrew Southam, Kent

Dear **Andrew**,

- 1** Absolutely. Better graphics, better sound and better gameplay. No contest.
- 2** About £140-£150.
- 3** Yes. Apart from all the other considerations, the games are better. **FRANK**

The joy of sticks

Dear **TOTAL**

Your mag is smart. I am thinking of buying another joystick for my Super NES as I own Street Fighter II and want a two-player game. There are so many Street Fighter II joysticks out there, I just don't ►

CD-i to die for?

Dear **TOTAL**,

One of my friends wants to get a Philips CD-i at Christmas. Is it good? Is it awful? If it's awful, I feel I should warn him. He has a tendency to buy computers and consoles without finding out whether they are good or not first. This friend of mine also reckons that Philips told Nintendo they would make the CD-ROM for them

in exchange for the use of names such as Mario and Zelda. Now they have the use of these names, he says that Philips will not bother to make the CD-ROM. Is this true? I have seen Zelda and Mario games in my friend's Philips catalogue.

Jack Daney (14), Uckfield

Dear **Jack**,

The CD-i is a funny bit of kit.

It's very powerful, but the software support has been disappointing, to say the least. Things may improve with the advent of the full-motion video cart. If this takes off, then the machine has a good chance of succeeding. The software will then improve and you'll be able to watch movies on the system as well. **FRANK**

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STORM



SALES CURVE

Dear TOTAL,

I don't want to criticise you, but I think that Super Mario All-Stars was rated too high. It is indeed an excellent game, but it doesn't leave much room for that special game that might exceed its sheer brilliance.

Simon Bell (15), Peterborough
But All-Stars was that special game! To be honest, the mark was based not only on the quality of gameplay, which has remained the same through the years, but on value as well, and in that respect All-Stars is unlikely to be bettered, ever. **FRANK**

Dear TOTAL,

I was disappointed to see that the conversion of that great piece of Manga, Akira, will be done by T•HQ, who brought us such 'great' games as Home Alone and are currently making that masterpiece Thomas The Tank Engine. And why did Cybernator lose its Manga style in the UK? Please, Mr Nintendo, we Brits do like Manga!

James Moore, Plymouth
T•HQ have actually improved quite dramatically of late. They've been investing in programmers rather than licences and the recent batch of games is better. Hopefully, Akira will be better still. **FRANK**

Erm, hello, Franko,

It seems to me that the Zelda games seem to be getting better all the time. Do you think the next one will topple the might of Mario?

Ross Shiell, Roxburgh



Zelda: just as good as Mario, but different.

Horses for courses, Ross, m'boy, horses for courses – some people prefer the strategic depth of Zelda, while others like the all-out platform action of Mario best. There will always be a place for both of them in the Nintendo hall of fame. **FRANK**

➤ know which one to choose. Can you advise me on this? Will I be able to use the joystick for other games as well?

Jody Buczynski, Harlington

Dear Jody,

You can use all the Street Fighter II sticks for other games, but the only good programmable one is the Patriot from Fire. Any big stick makes the special moves easier to perform, but vote with your pocket and beware of spending a fortune on a ridiculous stick (some of them are as big as houses and just as expensive). **FRANK**

Golden oldie

Dear Mr TOTAL,

The other day I bought one of those new-fangled computer games for my old Bush black-and-white television set with my pension money. You see, I am 87 years of age and my matron has advised me strongly against making such a purchase as I have very bad arthritis in my hands and my eyesight is failing. Imagine her surprise when after only half an hour on the Electronic Arts game Bulls Vs Blazers on the Super NES, I managed to win the NBA Championship by using the In Your Face Slam and a Windmill Finger Roll!

I would very much like cartridge prices to come down. You see, after I've purchased my Steradent, pop socks and air freshener for the week from the local co-op, I don't have much money left over from my pension (it's not like it was in the old days).

Thank you, young man.

Enid Maxwell (87), aka John Wigley, Manchester

Dear Enid,

Mind and wrap up warm and don't listen to matron. We would like cart prices to come down too, but it depends on loads of factors, not least the price of RAM chips. They're very expensive and hard to get hold of these days. **FRANK**

New and improved

Dear TOTAL

Firstly, I would like to congratulate you on your completely fab new image. I think it's great. I really liked the double-sided poster, too.

1 How come the TOTAL team keeps changing? Is there a bad smell in the office or something?

2 I know TOTAL is changing, but please don't say there will be no more TOTAL horoscopes!

3 Will Lemmings 2 on the Super NES be the same as the Amiga version? What other formats will it appear on?

Thomas Gunn, Bucks

Dear Tommy,

1 No, we got rid of all the people who smelled bad.



Andy Dyer: he was so smelly we banished him to a Sega mag (they all smell there).

2 We might bring them back. Write in if you want to see them again.

3 If it actually comes out, it will be the same as the Amiga version. **FRANK**

State of the nation

Dear TOTAL,

I am writing to complain about a screenshot from SFI in issue 23. It shows the British flag and underneath this is written 'England'. I think this is very bad considering Britain is one of Nintendo's main markets and I think they should check for this sort of thing.

Michael Suggate, Hornchurch

Dear Mikey,

Tell me about it. I'm as sensitive as any Scotsman to being lumped together with the Sassenach masses. Thing is, loads of British people think that 'England' equals 'Britain', so you can't expect the Japanese to know better. **FRANK**

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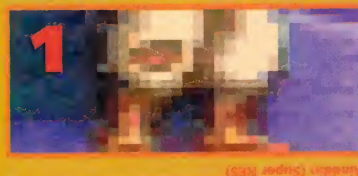
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Future PUBLISHING

TOTAL Teaser

What are these games?
(Answers below.)



Fantasy or Reality?

Dear TOTAL,

I have heard that Sega are planning a 32-bit super-console. My mate reckons that this will be better than Nintendo's Project Reality. I read that the new Nintendo machine would be 64-bit. Does this mean that it will be twice as good as the new Sega console? Will it have Mode 7 or something better?

Paul Travis, Windsor

Dear Paul,

It's impossible to say exactly how much better it will be. What is certain, though, is that it will be better. It will also definitely be faster – probably about four times as fast, although we don't know the final specifications yet. As for Mode 7, there won't be any need for it – polygons can do better stuff. **FRANK**

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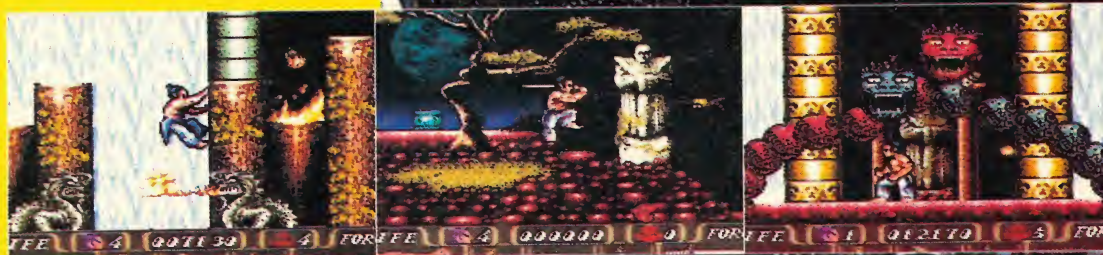
To be a worthy Samurai you'll certainly need your mighty sword. But you'll also need wisdom to summon the Wizard Mage, and skill and power to scale the insurmountable walls and leap over pools of fire.

A mixture of aggression and wits will aid you in your quest to become the ultimate warrior.

And then they'll have to take you seriously.



FIRST SAMURAI



KEMCO

SUPER NINTENDO
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武士道

REVIEWS

Still haven't decided what game to ask Santa for this Christmas? Well, here's the TOTAL team to guide you through the Winter Wonderland...

The TOTAL review crew

Christmas is coming and - with 40 pages of top reviews - TOTAL's getting fat. So, read, drink and be merry and we'll see you all in the New Year. Until then, Merry Christmas!



FRANK

Frank's going on holiday for Xmas. He needs to - he's just found out Santa Claus doesn't exist (Yes he does - James.).



JAMES

After being voted the Xmas fairy, James spent this month sitting astride the TOTAL Xmas tree. Explains the look.



CHRIS

Chris will be going skiing this Christmas. He lives in the sticks and it's the only way he can get to work, you see.



DANE

Dane is spending Christmas face-down on the kitchen floor with fifteen sherries and a turkey kebab. Sad, or what?

SUPER NES



Aladdin 24
Capcom capture the true spirit of Disney!

Sensible Soccer 28
The best footy game ever made?

Tournament Fighters 30
Can the Teenage Turtles steal the Street Fighter II crown?

Flashback 34
Tricky platforms and puzzles from Sony Imagesoft.

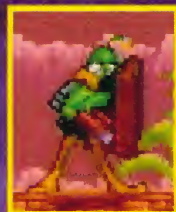
T2 The Arcade Game 38
Kill! Maim! Use your Superscope!

Young Merlin 42
An RPG from Virgin. But how does it compare with Zelda?

Mystical Ninja 46
Konami's pensioner gets the TOTAL treatment.

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3D ice hockey from Accolade!

Super Turrican 52
Platforms. Guns. Fun?



Alfred Chicken 56
Fowl-play from Mindscape.

Daffy Duck 58
He's despicable. He's daffy. He's a duck.

Ranma 72
At long last, Ocean release the Manga classic.

GAME BOY



Turtles 3 Radical Rescue 74
More platform fun with Konami's amphibian, sewer-dwelling ninjas.

Out To Lunch 76
Handheld haute-cuisine from Mindscape.

Felix The Cat 78
The silent cat gets noisy on the Game Boy!

Final Fantasy 3 79
RPGs? They're extremely interesting. No, really.

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As good as the Super NES version? You'll have to read the review to find out!

Lawnmower Man 82
3D on the Game Boy? Surely not.



Cliffhanger 84
Sly climbs over loads of big things, and punches all the little things.

Last Action Hero 85
Arnie just punches things.

Alien Vs Predator 86
Slimy alien scum invade the planet!

NES

Jimmy Connors Tennis 88
Erm, Jimmy Connors plays tennis.



Wait a minute, this looks like Prince Of Persia.



Hitch a ride on the dangerous swing lifts.



EEEEEEK! It's the final showdown with the biggest snake in the history of video games! Jump on his head Aladdin, before he gets his coils on both the girl and the lamp!



The magic carpet whisks you through the bonus level.



The rotating snakes can be used as jumping platforms.

For Super NES (1 player)

From Capcom

Price £40



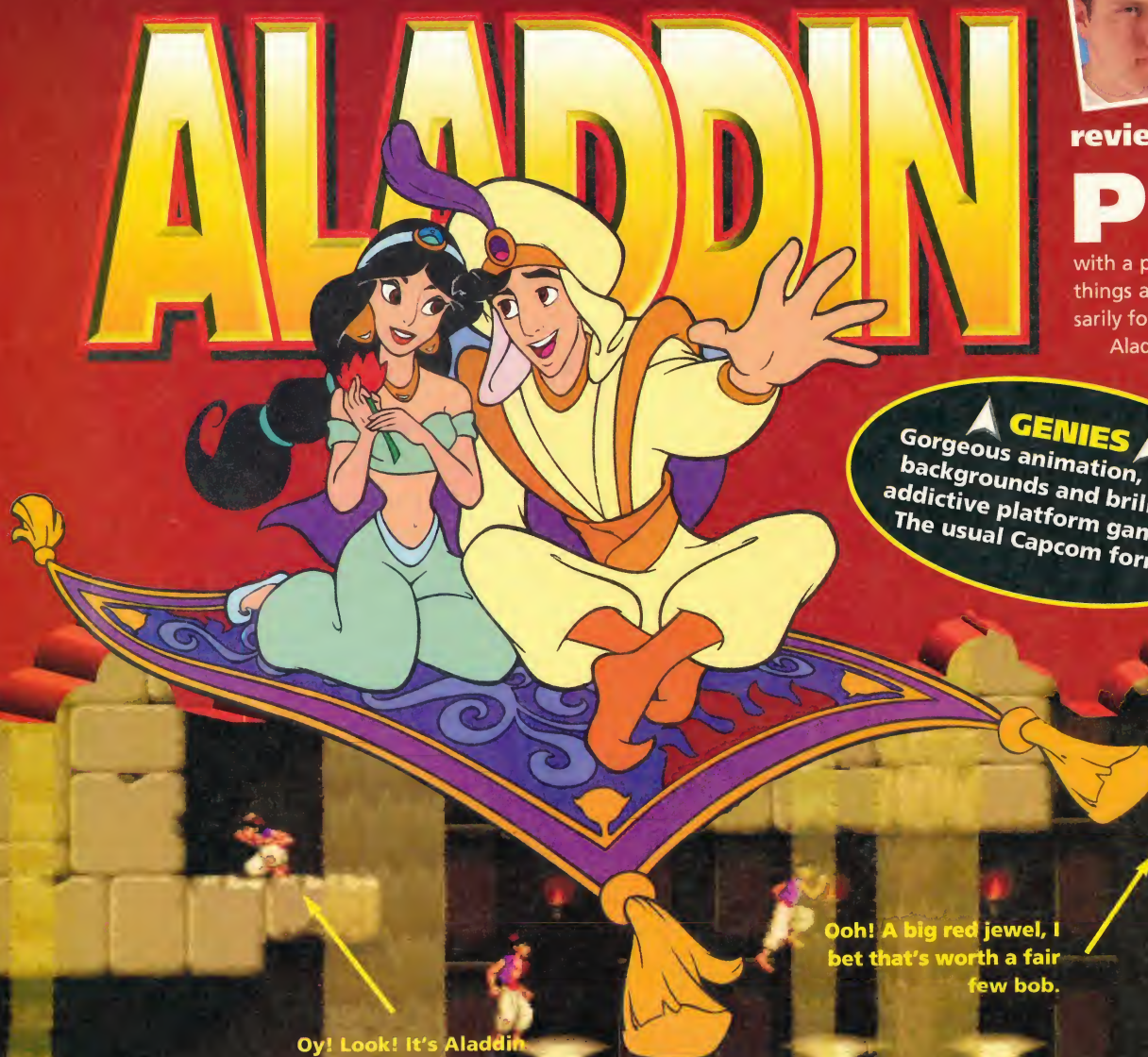
Big Frank dons his baggiest trousers, and accidentally goes to a rubbish disco instead of reviewing Aladdin.

Poor old Aladdin. It's no fun being a humble beggar (albeit a ruggedly handsome one). Especially when you're in love with a princess, who can only marry a prince. But things are about to change, although not necessarily for the better.

Aladdin is approached by a mysterious old man who asks him to find a strange amulet.

Aladdin, ever keen to be of help, sets off to find it, but along with the amulet, he also uncovers an old brass lamp, which he soon discovers holds a benevolent Genie. Things are about to get very wild.

GENIES
Gorgeous animation, superb backgrounds and brilliantly addictive platform gameplay. The usual Capcom formula.



Oy! Look! It's Aladdin and everything. What's he doing up there?

Ooh! A big red jewel, I bet that's worth a fair few bob.

Bosh! A bird gets it on the head. Serves the evil flapper right too.

THE WONDERFUL WORLD OF WALT DISNEY

OK, so you have the Aladdin licence. The one thing you have to worry about is getting the animation right. Capcom already have among the best graphic artists in the business, but they really have excelled themselves this time. Amazingly, the game manages to have a typically Capcom look and feel, while retaining the Disney look. The main Aladdin sprite makes Prince Of Persia look like a lumbering robot.



Aladdin kills baddies by somersaulting onto their heads and throwing them over. It looks excellent.



He opens chests and pots in much the same way. You can use this technique to gain height.



Aladdin can also throw apples, which stun the baddies enabling him to leap over their heads.



This does look a bit like Prince Of Persia in places, especially when Aladdin climbs obstacles.



You can swing from flagpoles in places and kick bad guys in the gob. Very satisfying indeed.

The Capcom translation of the game looks initially very similar to the Mega Drive game, but the surface appearance is deceptive. Aladdin is a platform game in the purest sense, and while this kind of thing has been

done many times before, it's never been achieved with such style and grace.

Aladdin is an agile chap and can often be found somersaulting around the streets of old Baghdad. To kill baddies, he has

to leap onto their heads, grab their shoulders and hurl them away. This method is also used to open pots and treasure chests, some of which contain amulets that take you through to a bonus level. As you progress through the game, the platforms

GREENIES
Although the game's hard in places, it's very short and pretty easy to complete. Will you come back to it again?



Tearing through the streets of Old Baghdad. It's a wonderful life for a young boy, especially a magic one with a lamp.



The Genie platforms wince if you jump on them. They look happy now though.



Hardy-har-har. Just look at the expression on that goon's face as Aladdin flips over his head.

Aladdin leaps onto a big snake's head in search of treasure.

Bash! A baddie feels the wrath of the Prince Of Thieves.



Aladdin uses a pair of Y-fronts to make an extremely daring escape. This kind of behaviour should not be tried at home.

are joined by swings, elevators and all manner of cunning obstacles. There are secret little rooms scattered all over the place and finding them is as much fun as playing the game itself.

The graphics are utterly spectacular. The animated backgrounds, fluid sprites and subtle use of Mode 7 genuinely make this look like a cartoon – only better. They've even included the film music. The sound effects too are highly amusing. But there's a problem.

The game's far too easy. Although the actual levels are hard, there are only eight and they're not huge. Even an average player will finish this in about a week. There are limited continues, which make the game nice and tricky, but Capcom have foolishly included a password system which means you can progress as quickly as you like.

Having said that, if you ignore the passwords, you'll find that Aladdin's one of the best platform

Aladdin

Looks

• Just about as good as they can get. Lush backgrounds and stunning sprites

Sounds

• Fabulous renditions of the movie themes and some nice cartoony sound effects

Gameplay

• Better than almost any Capcom platform game, Aladdin is a joy to control

Lifespan

• Reasonably large, but with continues and extra lives all over the place, it's too easy

The bottom line

"If it hadn't been for the password system this could've been game of the year. As it is, it's far too easy to complete. An otherwise stunning addition to anyone's collection."

■ Levels Eight

■ Difficulty Easy

■ Continues ... Collectable

■ Release date December

Final score

85%

Jimbo says...

In a world of ugliness, decay and Euro-Disney, it's so nice to see a moment of beauty. Aladdin offers loads of such moments. It's not huge, but there's a reason why... It doesn't repeat itself, and that can't be a bad thing, can it? If I hadn't already completed it, I'd buy it!



"Now you can play the cartoon, and get the girl!"

games ever made. If Capcom'd removed the passwords, this'd have scored a ten percent more. Still, it's fab and groovy – just don't use the passwords, okay?

FRANK

T!



Cor, look at those lovely powder blue flamingoes and the fluffy clouds.

It's a whole new world, la la la la

Just in case you've been living in a magic cave all these years, here's a rundown of Aladdin's plot...



Aladdin fancies this girl. Well, he would, she's a Princess...



...But then he finds this magic lamp thingy...



...With a big Genie inside. The Genie turns Aladdin...



...Into a smart, handsome Prince-type affair...



...The Grand Vizier is unhappy, though, and sends our boy to...



...The farthest-flung corner of the globe...



...But Aladdin makes it back in time to do battle...



...But then the Genie's forced to make the Vizier into a genie too...



...But there's a huge price to pay for such power.



With the evil Genie safely locked in a bottle...



...Aladdin can marry his Princess and free the good Genie.



And they all lived happily ever after! Ain't that sweet?

ILLEGAL RACING, COPS AND GAMBLING



91% - TOTAL "It's a brilliant racer..."
90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with
all conceivable swiftness"
86% - GB ACTION "Instantly playable. Fast, furious fun"



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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You know who you're controlling in Sensible – it's the player with the number above him. Simple and effective.



Sensible Soccer automatically shows you a replay of any goals. You can also review the last few seconds of play at any time.



You can call up your manager and trainer during the match to change the team line-up.

SENSIBLE SOCCER

For **Super NES (1-2 players)**

From **Sony Imagesoft**

Price **£45**



Sensible. Yes, that's Chris Buxton's game. Boring. Yep, that's him too.

So, Sensible Soccer's finally put in an appearance on the Super NES. Amiga owners will know Sensible as the last word in computer football games, but does the Nintendo version make the grade? Well, yes, it does, actually. Right, then, that's the review over with. What can I talk about now, I wonder?

Weather's been a bit poor lately, hasn't it? I hope I don't get another bumper pack of Marks And Sparks underwear this Christmas. That Aladdin movie's fabulous. Can't wait for Reservoir Dogs to come out on video...

Oh, it's no use. I'm just no good at small talk. I suppose I'll simply have to gush on about Sensible Soccer for a few hundred words

more, I suppose. Damn. I thought it seemed a bit too easy.

Basically, Sensible is excellent. It's great to play and there are loads of things which

make it special. The view of the pitch looks really odd from these screenshots and it's not until you play it that you realise just how good it is. Yes, the players are small (in true Sensible Software style), but their diminutive stature means you can see more of the pitch and that makes for a seriously tactical game. With Sensible it's not just a case of lobbing the ball up the pitch (except when Frank's playing), but rather a subtle combination of skill, reaction and strategy. In short, everything that football should be.

The controls – which are what sport sims live or die by – are excellent. The four main fire buttons are used for passes and kicks of varying strength and there's a nifty aftertouch facility which enables you to swerve the ball. Unlike the Amiga version, the ball sticks to your feet, which makes

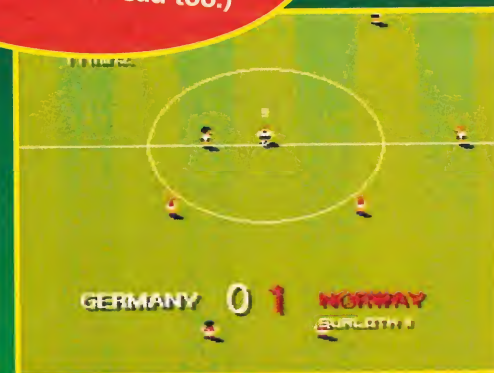
BALLS
Excellent controls, loads of teams and tons of features make Sensible Soccer an unbeatable footy game

(Left) Italy have a free kick. Can they score? Of course they can, it is England, after all.

WALLS
If you don't happen to like decent, playable games, then you won't like this one. (And you're probably a little sad too.)



(Right) England's powering towards the Italian goal. Oh, if only this was real life.



Hey! Does this look like a kick-off to you? If you answered, 'Yes,' then well spotted.



Commit a foul (and get caught) and your player will get booked. When you next use him a yellow card will flash above his head.

SOCCER

dribbling far easier and the whole game that bit more enjoyable. Sensible purists can stick the game on Expert level and switch off the stick-to-feet-ness feature, but it's too painful if you ask me.

The whole Sensible package has almost everything a football game needs – substitutions, formations, leagues, cups, loads of teams, star players, action replays, different pitches, seasonal weather – more than enough to keep even a hardened soccer fanatic happy. It's a shame that the game highlights option didn't make it over from the Amiga version, but then you can't have everything, can you?

Well, there you have it. Like I said at the beginning of the review, Sensible Soccer is a fantastically playable football game that no sports fan should be without. Quite simply, it's a scrumptiously lovely game, and I won't hear a word said against it. So, it just remains for me to say, erm, 'Smashing, Brian...' **CHRIS**

T!

Some people are on the pitch, they think it's...

... The introduction to a box on Sensible Soccer. Erm, it is now. Here – from the packed TOTAL stadium – are the highlights of today's goalmouth action.



Frank – playing as Italy – opens the scoring with a superb (although well offside) strike which catches the Dutch with their pants round their clogs.

Next up, James – playing as good ol' Blighty – puts one past the Swiss.

Not wanting to be left out, Dane puts the Irish one-up with a brilliant in-swinging corner. What a gal, eh?



Chris, another England man, slaps the second goal past the Swiss goalie in a re-run of James's earlier goal. **ENG-A-LAND!!**

Oh, look. It's yet another goal by... Whoever. Nice, eh? Well, c'mon, it's Sensible, it's brilliant and it's...



And now the Swedes, played by... Oh, I dunno, bang a goal in the back of the old onion bag.



... Not all that impressive when you're only looking at an inch wide piccy. Ah well.

Sensible Soccer

Looks

• Functional top-down view of the pitch with dinky, but lovable, players

Sounds

• A few tunes, but it's the excellent crowd noises which add atmosphere

Gameplay

• A smooth, free-flowing football game that's a real joy to play

Lifespan

• Leagues, cups, two-player games, multi-player competitions, everything!

The bottom line

"Sensible might not look like much, but it's more than a match for any other SNES footy game. Pick it up, give it a go and you'll soon be rooting for those tiny guys. It's wonderful!"

■ Levels N/A

■ Difficulty Adjustable

■ Continues None

■ Release date Out now

Final score

94%



And finally, here's a pic of a throw in. It's so, erm, well, so, throw-inny.

Turtle Power – The Ultimate Moves



MICHELANGELO



Mike's special move is amazing – he races at the opponent and unleashes tons of fast punches.



DONATELLO



Don unleashes a giant fire dragon. Still, it saves making a costume every Chinese New Year.



RAPHAEL



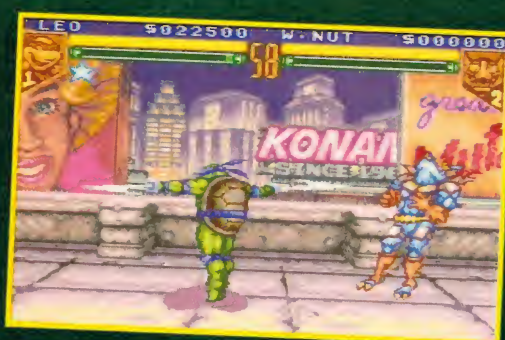
Raphael leaps up into the air and spits fireballs down at his unfortunate (and singed) opponent.



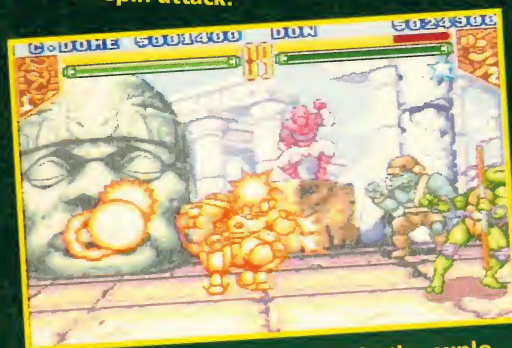
LEONARDO



Leonardo's ultimate move is a bit like Chun Li's Hurricane Kick. Only with a fist. And a turtle.



Pirouetting with all the style and grace of a prima donna (hopefully, that tasty French one), Leonardo slaps Wingnut in the face with his spin attack.



Whoa! Donatello gets caught in the explosion as Chromedome self-destructs (but won't that give Chromie a few problems?).



The characters in Tournament Fighters don't quite measure up to the Street Fighter ones, but they're the closest yet. And you can do Same Player vs Same Player too.



Chris Buxton thought that cowabunga was some sort of cattle laxative. Doh!

Oh, how the mighty have fallen. A couple of Christmases ago you couldn't get a Michaelangelo figure™ for love nor money and now they're jostling with the World

Cup USA '94 commemorative mugs in the Argos bargain bucket. Fate is a fickle lover. Still, there must be a bit of life left in the ol' Turtles, because here they are starring in the best Street Fighter II clone yet.

Just like every other SFII-style cart, Turtles Tournament Fighters steals everything from Capcom's best-seller (Although, that in itself wasn't exactly original), the moves, the basic game set-up and options, even the Street Fighter II type-face! But, unlike every other SFII rip-off, Turtles:

For Super NES (1-2 players)

From Konami

Price £60

TURTLES TOURNAMENT FIGHTERS





ARMAGGON



Armaggon sends out a tidal wave to knock over his foe. But where's all that water coming from?



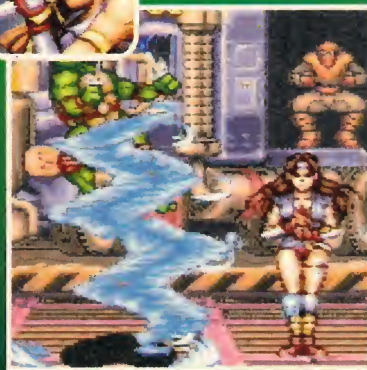
WINGNUT



Wingnut flies in to the air and zaps his foe with a deadly, if boring, circular blast wave.



ASKA



She may look all sweetness and light, but Aska's a bit of a windy girl if you start pushing her.



CHROMEDOME



Chromedome's ultimate move is to blow himself up. Fairly ultimate, as these things go.



Shredder could look like Darth Vader if it wasn't for that pink leotard.

Tournament Fighters is actually up to the challenge.

The control system's very fluid and the fighting moves change depending on whether you're standing, crouching or jumping, and how close you are to your opponent when you launch the attack.

Sounds pretty much like every other Street Fighter II clone in the universe, eh? Well, what



Mike gives Shredder a close-up-view of his rolling attack (Blanka with knobs on).

separates Turtles from the rest of the pack is that it feels just right (Oh, that's very helpful, Chris. Of the millions of words in the English language you came up with 'it feels just right'. Very descriptive – Frank.).

All right, I know it won't win any Pulitzer prizes, but if you play SFII and then play



Shredder is probably the hardest character in the game and the one with the most vicious combos waiting to be unleashed.

any of its inferior clones, you know that it just doesn't feel right, yes? Well, Turtles does, and I reckon it's absolutely fab.

It's superb, instantly responsive and it lets you act and react quickly. Just like SFII Turbo, you can adjust the speed of the game between three settings, the fastest of which is on a par with Turbo. What else? Oh yes. Each fighter

HALF-SHELLS
The first thing to come close to SFII. It's a perfect rip-off. Fast, and good looking with loads of moves

HALF-BAKED
It's another beat 'em up. It's not as good as SFII and only uses four buttons, but apart from that it's fab



No car-wrecking or barrel-punching in Turtles – it's money, money, money. Destroy all the safes in the time-limit and you get the cash.



Here's the first of the hidden characters who you get to fight about half way through the tournament. The other one? Ah, wait 'n' see.



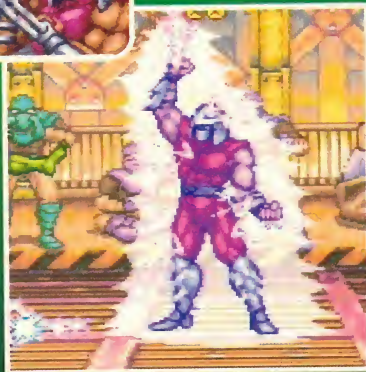
CHROMEDOME



War turns into a blue ball and bounces around the screen flattening the other fighter.



SHREDDER



Shredder's ultimate move is the most impressive of the lot – a shockingly good lightning blast.



There are three ways to play Turtles, as a straight one or two-player fight, with some convoluted story (like SFII), or as a tournament-style game show. The game show's hosted by April and if you get far enough into it, you get to meet not one, but two hidden characters.



Leonardo shows off with yet another of his special moves. Most characters in the game have at least two or three special moves.

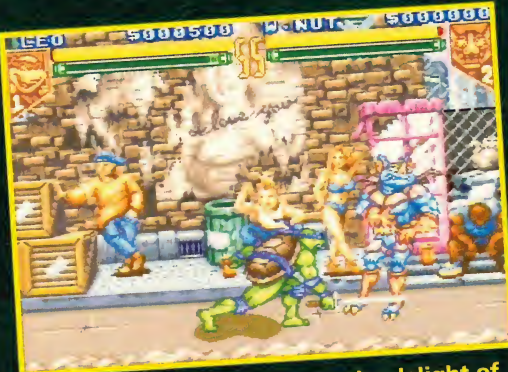
has some excellent special moves and one ultimate attack at his or her disposal. As you get hits in (whether they're blocked or not), a meter builds up beneath your energy bar and when it's full you can unleash your ultimate attack. This really damages your opponent, and impresses the hell out of anyone watching.

The characters are well-balanced, although the Turtles are particularly powerful and Shredder's got some awesome combos that make him almost unbeatable. The one-player game's got eight difficulty levels guaranteeing a fair old challenge and the two-player contests are just as good as SFII.

Turtles: Tournament Fighter is the closest any game's come to toppling SFII from its throne. If you're after another fighting game, don't look anywhere else Turtles is vicious and those ultimate attacks give it something no other fighting game has.

CHRIS

T!



Leonardo slashes Wingnut to the delight of the crowd. And speaking of the crowd, what's that girl doing?



And what's that bloke doing with that can? And why's that bloke got his hand in his pocket? Oh dear, it's SFII all over again!

Frank says...

Tourney Fighters is yet another example of what can be achieved when you rip something off properly. This takes the important elements of Street Fighter II and tags them on to the Turtles theme. The result is a fast-paced game with fab graphics and great sound.



"Take that you twisted amphibian-space fiend"

Turtles Tournament Fighters

- Looks** ■■■■■■■■■■
 - Twelve characters, loads of funky backdrops and special moves a-plenty
- Sounds** ■■■■■■■■■■
 - There are plenty of tunes, tons of crunching sound effects and lots of speech
- Gameplay** ■■■■■■■■■■
 - A great beat 'em up that copies everything good from SFII and then adds to it
- Lifespan** ■■■■■■■■■■
 - Different playing modes, eight skill levels and three speeds means it'll last for ages

The bottom line

"The first post-Street Fighter II beat 'em up that's worth buying. It's as instinctive as SFII and has almost as much scope. Forget the rest, get Turtles Tournament Fighters"

- Levels 8 levels
- Difficulty 3 speeds
- Continues 1, 3 or 5
- Release date December

Final score
90%

THIS SHOW LOOKS INTERESTING.



Turtles has a pointless story involving TV...

THEY'VE GOT APRIL AND SPLINTER!

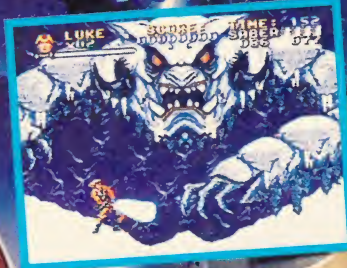


... And a screwed up piece of paper. Maybe.

WHEN IT'S OUT

IT'S IN.

SUPER STAR THE EMPIRE STRIKES BACK WARS



COMPUTER & VIDEO GAMES

94%

SUPER EMPIRE STRIKES BACK

Super NES Released: End of December

Review: "Technically excellent and utterly playable throughout."

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97%

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97%

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Review: "One of the best games ever to grace the Super NES" Nintendo Magazine System

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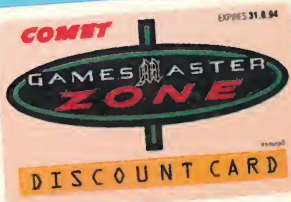
87%

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COMET

YOU KNOW WHERE TO COME.



Conrad thinks he's doing okay, but he's just about to tread on a small land mine. They're fiendishly tricky to dodge, y'know.



Conrad gets to take on a wide variety of slimy blue meanies on the alien planet. Look - Kenneth Clarke's just taken a bullet!



Conrad chews the fat with his old buddy, Ian in New Washington.



This is the big, red, shiny spaceship which ferries you back to Earth. Are Jupiter and Saturn really that close together?



Avoid stepping into the green haze of the disintegrator, unless you want to end-up looking like the guy in the inset, that is.



James knows all about memory loss and waking up in alien places. Drink related? Surely not.

Everyone else has had Flashback for ages. It came out on the Amiga in April and the Mega Drive in July. But, as little old dears never tire of saying, "All good things come to those who wait." And in this case, it seems they're right - Flashback is a very good thing indeed.

You play the part of Conrad Hart, a research scientist, who's uncovered a sinister alien plot to take over the Earth. Their plan is to infiltrate key positions in the military and political establishment. Conrad is captured by the aliens and, as the game starts, he wakes up brainwashed in a high-security hospital on the planet Titan.

For Super NES (1 player) From Sony Imagesoft Price £50

FLASHBACK

Flashback: The first five minutes

Assuming you know where you're going, that is!

After waking up with a bad case of amnesia you overhear your captors plotting your murder. You've no idea where, or even who, you are. Clearly, you have to escape. So, you steal a hoverbike and race off over the alien jungle, but you're shot down, before you reach safety.



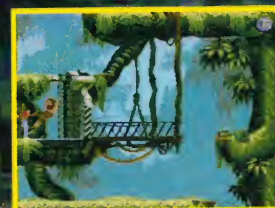
As you recover from your crash-landing, you hear a beeping noise in the undergrowth. You decide to follow the sound...



... The trail leads you to a holocube, which must have fallen from your pocket. You decide to pick it up (like you do)...



... On activating the holocube, you discover a message from yourself telling you to go to New Washington and find Ian...



... A few screens later you pistol-whip an alien and see something on the floor which he was obviously guarding...

These guards with the jetpacks take loads of hits before they snuff it.

This guy stands still until you pass him, then he turns and catches you in a crossfire.

Take the lift down into the planet. But draw your gun as you drop.

Hand over your ID card at passport control when you arrive at Earth.

Frank says...

This, it must be said, is far more fun to play than Another World. It has many of the same elements, but a more fluid, playable style. There's one tiny little niggle, though. When you do finish it (and that'll take some doing) there's really not much incentive to play it again.



"A lovely, fluid game, packed full of challenge"

Still, he's not going to let a little thing like that stop him and promptly flees on a stolen hover-bike. His escape is thwarted, however, when he gets shot down over the alien jungle. That's where you come in. It's up to you to re-establish your identity, via a Total Recall style message from yourself. And then fulfil a string of missions to prevent the aliens from conquering Earth.

The flip-screen action takes place over a series of beautifully drawn platforms. The playing area is large, the action is thick and fast, and there's absolutely loads to do as you interact with game's scenery. One thing's for sure, there's no visual padding in here.

You control Conrad's actions – and how. The character animation is superlative. Imagine Prince

This kindly old man will sort you out with a anti-grav belt – but only if you've got 500 Credits! *How much?*



FLASH
A visual and aural treat, with silky sprite-animation. A game which really knows how to reward the player properly

Of Persia improved 20-fold and you'll get the picture. Conrad runs, walks, rolls, high-jumps, long-jumps, catches and hangs off ledges, picks things up. And rather than constantly waving his gun about, Conrad has to draw it as and when it's needed.

The realism of the game is intense, run him into a wall and he'll fall over Keystone Cop-style. Draw his gun and walk him across a platform and he'll automatically assume a covering position by inching along the wall.

All this real-life accuracy has its drawbacks, however. Conrad can't jump or climb when he's holding the gun. This can be frustrating (especially when you've got some morphing alien breathing down your neck) and the clumsy control mechanism

SAVE



Conrad tags a prison guard, just after activating a save game lever. Nice feature!



You'll need to win a game show to get back to Earth. Tickets are dead pricey, y' know.

doesn't exactly help matters either. That said, given a bit of time, it does become second nature.

Whenever you complete an action, such as picking up an in-game item or charging a key for ➤



...It's a cartridge. Later on you realise it activates a bridge, providing it's fully charged, that is. (But how do you re-charge it?



Why, with an energy generator, of course.) Pulling yourself up on to this platform you see one and walk up to it...



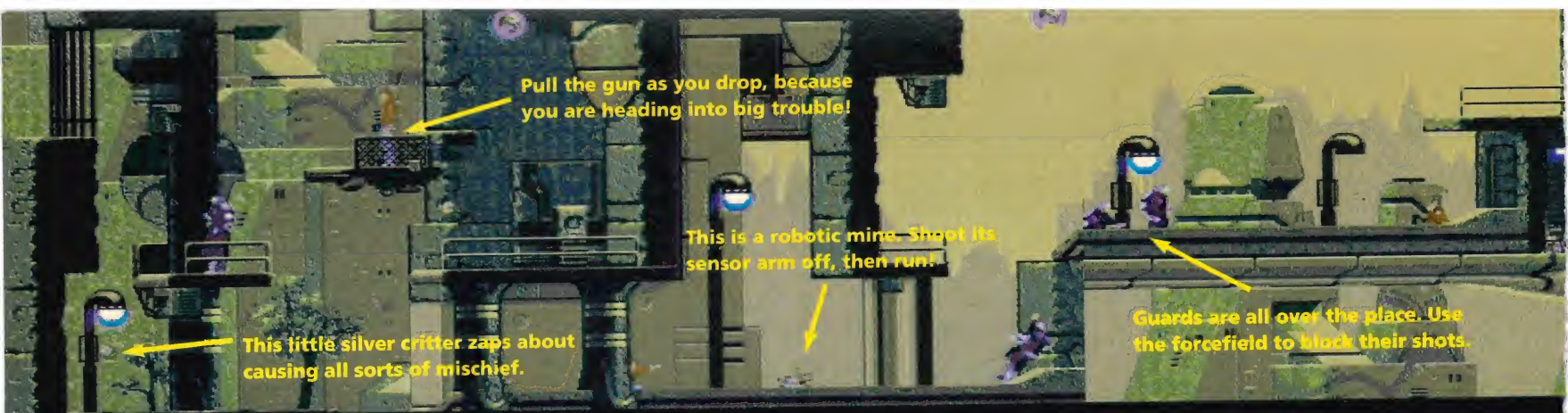
... You then select the cartridge and stick it in. (They can also re-charge your shield if you take any hits.)



The next challenge you face comes in the form of a puzzle. To reach the top, trip the movement detectors to shift the lift.



Having reached the top, you encounter an injured old man who says he'll help you out, if you find his teleporter unit...



▶ a cartridge lock, you're treated to a close-up view of your deed in the form of a short, animated sequence. Complete a level and you get a longer story-telling type sequence. It all helps to promote a sense of achievement, which most games don't even attempt.

The music complements the gameplay extremely well. Instead of just constantly droning and dweebing away in the background, it fades in as something is about to happen, rather like a film soundtrack. The sound effects are varied and include some of the most satisfying gunfire samples I've ever heard.

For those who crave a bit of a shooter, there are plenty of worthy adversaries in here. The first ones are easy enough, simple green mutants who you can pop-off with a single shot or two. But it soon

gets tougher with jetpac guards, small robot-sentries, mines which chase after you and putty-like aliens, who slither around morphing in and out of their semi-human form. Unlike most gun-lead titles, however, the emphasis here is on sneaking up on the bad guys, rather than just racing along blasting everything in sight. Try that and you're in for an extremely short game.

Not everyone you meet is out to get you, though. There's an injured old man who'll give you false papers in return for some help, your old pal, Ian who gives you your memory back and even a herd of city officials who'll arrange a work permit for you.

Flashback has got it all. Rewarding gameplay, excellent atmosphere, beautiful graphics and evocative sound effects. It's a seriously difficult game to

play, especially on the later levels. The only problem is, that with just six levels you could end up completing it very quickly. My advice is to stick to the Expert level and ignore any tips TOTAL may publish! Explore, take your time and give those aliens hell from me. **JAMES**

T!

TRASH
Perhaps not big enough for a seasoned gamer and the control mechanism can be a little frustrating

TOTAL! TACTIX

Shooters out!



You should always draw your gun before entering a new screen. You never know what's lurking on the other side.



Otherwise, you could end up on your butt like this unlucky fellow. Should have read TOTAL, Conrad. Maybe next time, eh?

Flashback

Looks



• Realistic sprite-animation, detailed backdrops and fantastic in-game sequences

Sounds



• The music and effects are brought in when they best complement the gameplay

Gameplay



• Highly rewarding, but marred by an initially frustrating control mechanism

Lifespan



• You'll be completely hooked until you finish the game. After that, I'm not so sure

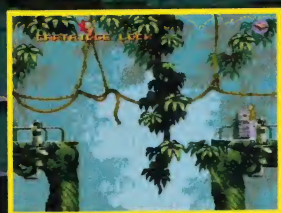
The bottom line

"A real beauty of a game, which fuses shooting-action with strategy, puzzles and adventure elements. Well worth the wait and guaranteed to keep you hooked"

■ Levels 6
■ Difficulty Average
■ Continues Infinite
■ Release date January

Final score

85%



...So, off you go looking for the teleporter. After a while you come to this chasm. But just when you think you're stuck...



... You remember the cartridge you've got in your pocket. So you stick it into the cartridge lock and - hey presto...



... You create a green energy bridge which enables you to trot safely over the vast death-dealing chasm.



A few seconds later you trigger this lift - by leaving a stone on the movement detector - and bag the teleporter...

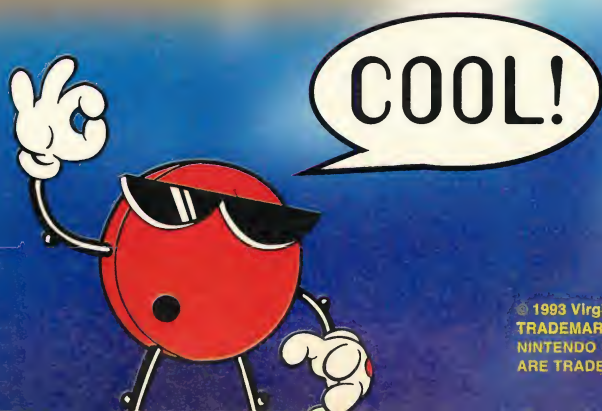


... You take it back to the old man who exchanges it for an ID card. And that's it: The first five minutes of Flashback.

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A huge flying gunship attacks. Blast it out of the sky before it unleashes a dose of laser death!

Yoinks! You've missed the giant gunship and shot one of your mates. This is no way to start a revolution!

For Super NES (1-2 players)
From Acclaim
Price £45



Frank is hurled into the future to do battle with giant robots. Serves him right.



That bloke looks like a drug dealer. I reckon you should waste him before he ruins your titanium exoskeleton.

Take a trip into the future. Machines rule the world. Man is heading for extinction and the evil Skynet computer system has decided to speed up the process. Armies of Terminators stalk the post-apocalyptic landscape, seeking out the last remnants of mankind. Only one man is prepared. Join John Connor as he sets out to rid the future world of the machine menace.

Terminator 2, the movie, needs no introduction, but the game was a surprise hit last year. The huge Bally Midway cabinet featured two Uzi 9mm machine pistols and was basically a souped-up version of Taito's Operation Wolf. No awards for complex gameplay, then – all you do is shoot the bad guys – but T2: The Arcade Game does score highly is on its out-and-out blast 'em up action.

The, erm, strategic elements involve collecting power-ups and trying not to shoot friendly soldiers. It would all be a bit too chaotic if it wasn't for the limitations of your weapon – although your machine gun is equipped for rapid fire, it overheats after a while, which reduces the flow of bullets dramatically. This forces you to be sparing with your gunfire.



Coo! A Terminator. I wonder what he wants. I expect he'd like to kill me or something. They're like that, Terminators.



Try to shoot the red missiles – they inflict a lot of damage.

Look at him strolling around, without a care in the world!

These blokes are supposed to help you. Don't shoot them.

T2 ARCADE GAME



Oh, for God's sake, why don't they just shoot at somebody else? Am I wearing a big target or something? Just leave me alone!



CYBORGS
Great digitised graphics and raucous explosions. Very faithful to both the movie and the coin-op

Your Uzi also has a rather nifty rocket-launcher attached to it, which automatically locks on to vehicles (it's useless against the hordes of Terminator foot soldiers, though). The rocket-launcher works beautifully with the Super Scope – it's activated using the red button at the top – but it's not quite so convincing with a joystick.

If you're a Super Scope owner who's been disappointed with the quality of the games so far, then this will come as a welcome change. It really uses the 'Scope to full effect – and it's the only game where you don't feel stupid holding the damn thing. In fact, if the truth be known, blasting the Terminators gives you a real feeling of power.

The graphics are surprisingly good – Probe have taken the sprites and animation directly from the coin-op, and as a result, the Terminators clunk around in a horrifyingly convincing way. Some of the later graphics are especially impressive.

The music is suitably dark and moody, but sadly, there are only vague hints of the clanging T2

Those blokes look angry. I wonder if I've done something to upset 'em? You can never tell with Terminators, they're so touchy.

theme. The sound effects are excellent, though, with some nice sampled speech from Arnie and masses of raucous explosions – this is where the game really impresses.

As a game, T2: The Arcade Game is classically simple and highly addictive, although, to be honest, it's not very big on strategy. It looks lovely and there are loads of power-ups to collect, but it's really best suited to blood-crazed Super

Scope or mouse owners. Joypad users should steer well clear.

FRANK

T!

You see that helicopter thing? That's a flying death machine. I'm shooting at it with the beefy laser gun, but I think now would be a good time to use rockets.

T2: The Arcade Game

Looks ■■■■■■■■■■

• Smart digitised sprites and animation, shame about the ropery backdrops, though

Sounds ■■■■■■■■■■

• Sad lack of Terminator-style music, but loads of bangs and explosions throughout

Gameplay ■■■■■■■■■■

• This is great (especially with a 'Scope). The best Operation Wolf-style game available

Lifespan ■■■■■■■■■■

• Two players can have an age of fun with this, but it could get a little dull for loners

The bottom line

"This loses marks because of the dreadful joystick control, but T2: The Arcade Game is undoubtedly the best Super Scope game around. It's fab with a mouse too"

■ Levels Oodles
■ Difficulty Tough
■ Continues Yes
■ Release date ... January

Final score

81%

P-p-p-pick up a plasma!

There are loads of power-ups to shoot and collect. Here's a small list of our favourite things. They're all pretty useful, so pick as many up as you can.



Extra power stops you dying so blimmin' quickly.



Smart bombs blow up everything in sight.



Shields give you a short spell of invincibility.

Always go for the firing Terminators first. You can afford to ignore the spaceships.

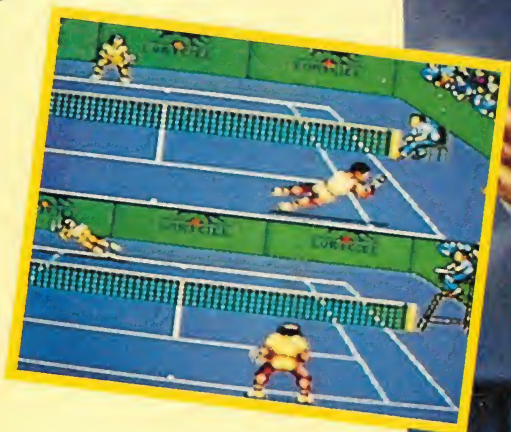
Protect your friends and shoot the baddies!

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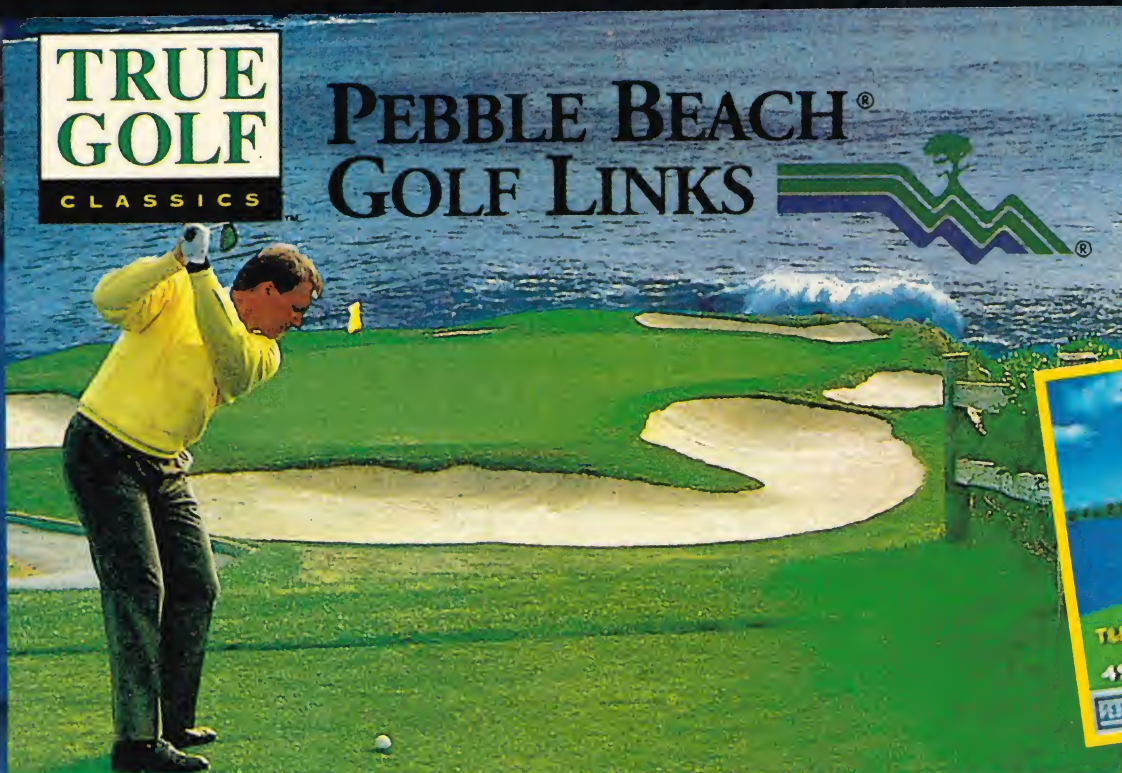
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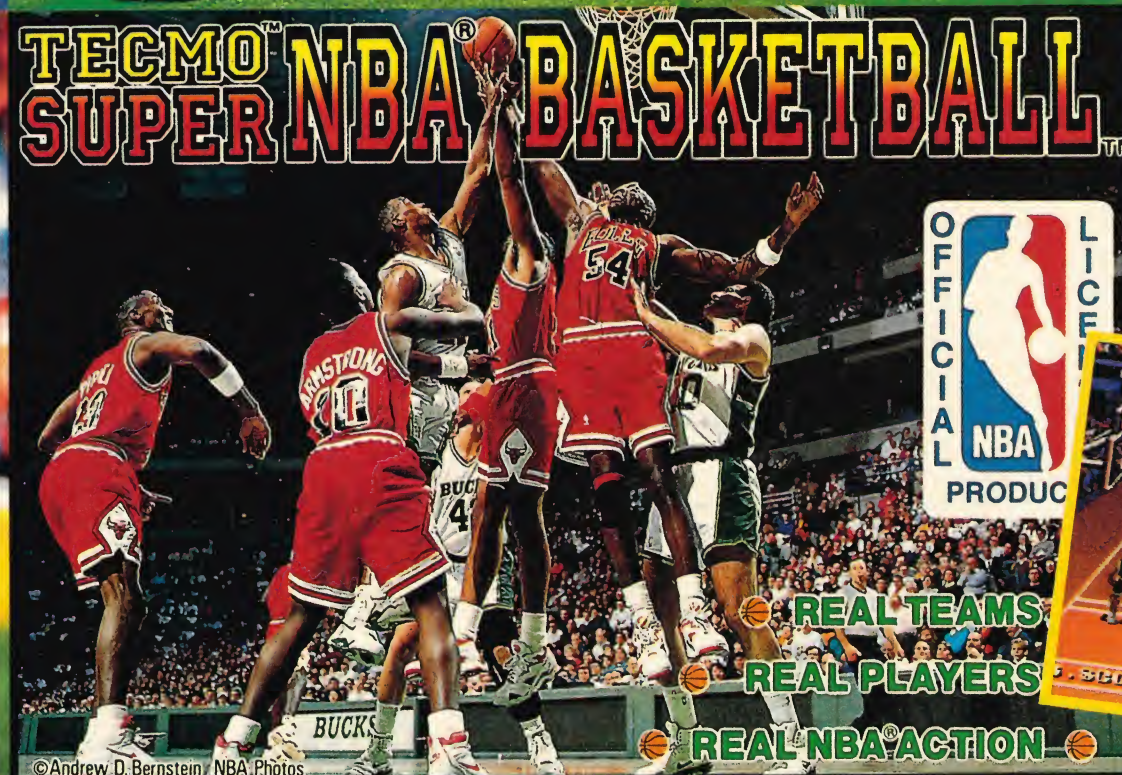


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Handsome little devil, aren't you? No wonder you make all the princesses swoon.

Don't know where to go next? Well, fret not - early on in the game you get these helpful arrows.

This bridge overlooks a magic pool which turns gems into weapons.

YOUNG MERLIN



This is really good. You get to see all the objects you have (not) collected and you can switch between them nice 'n' easy too.

For Super NES (1 player)

From Virgin

Price £50



"Young Merlin?"
Dane queried,
"But I don't know
anything about
baby fish..."

If this young merlin's relying on my help to rescue his girlie, then he's going to be dodderly old merlin by the time he's managed it.

It's not that the game's especially difficult, it's just that there's a

lot of trial and error, a lot of walking around, and a lot of staring at your inventory of collected goodies wondering what they frogging well do.

To save a fairy trapped inside a crystal, for example, you have to get past a bunch of noisy little critters. You do this by blowing bubbles at them. Now, that's not exactly the first thing you'd try, is it?

Young Merlin can also be frustratingly plod-worthy. For instance: You walk 273 miles through a mine to find a

MAGICS
A game the size of a small planet. Arcade action, exploration and puzzle-solving all-in-one

SNES
TACTIX

Mine's a large one...

You won't get far without solving the mine section. For this you need brains, patience, stamina, psychic powers, a bumper-sized map-making kit and a week in a padded cell. Or you could just read these tippy bits.



You did remember to pick up the magic balloon, didn't you? There's no way past the broken ladders, without it.



To defeat the belligerent miners, first sprinkle them with magic dust, then beat the living daylights out of them.



11 years later young merlin finds a three-wheeled cart. "Now, I wonder what's missing here?" he asks himself.



This unpleasant tree shakes the life out of you, then chucks you 600 yards. A birch, I think.

Here's where you get your magic potion topped up. Invincibility, here we come.

Unfortunately, you can't walk between the trees, so you have to follow set paths. Boring!

Pretty stream, isn't it? Pretty blimmin' frustrating, that is – you have to keep walking round it.



Now, how do I know that this bit will involve a lot of trial and error-style exploration? Just psychic, I suppose.



Collect that widget, then leap into the underground stream. (Of course, you have to know how to breathe underwater first.)



A grumpy old woodsman lives in this cottage along with his nubile young daughter. Come here for a spanner (and a lecture).

much-needed mine cart, only to discover it has a wheel missing – a wheel which you passed on your way into the mine. Great. You then plod back to get it, only to find you now need a spanner to fix it. You'll find this in another bit of forest, but only after you've freed that fairy character. This is a good game for bald people – they can't tear their hair out.

There are funny bits too, though. Like the angry woodsman who tells you off for giving his daughter the eye. And the gremlin that dares

you to cross the line he's drawn – and then draws it a little further back when you do. And the way you get air in the underwater sequence by grabbing hefty snogs off the mermaids.

There are two ways of looking at Young Merlin. The kind way is to say that here, at last, is a role-playing game without the techy-trainspotter stuff like

hit-points and experience-collecting. The not-so-kind way is to say it's yet another collect 'em up-style adventure, glossed up with pseudo-3D graphics, some arcade action and a few laffs.

Young Merlin is cute. It's easy to pick up and there's lots to see and do. If you're looking for gameplaying value, you've found it. But if you're looking for cutting-edge action, or a breakthrough in interactive role-playing... Well, you'd better put those rose-tinted specs on.

And while you're at it, get out the pencil and the graph-paper too. Unless you have (a) psychic powers, (b) a photographic memory or (c) unbelievable jamminess, you're going to have to draw some maps. Especially if you want to get out of the mine section with your sanity (and your hair) intact. And that's only your first big challenge...

DANE

T!

TRAGICS
Wearing grooves in the landscape and having to try every object at every obstacle to find out none of 'em work



This is the start of that tortuous mine-tunnel. If you want to save time (and you will), grab the the spare wheel now.

Young Merlin

Looks



- Cuddly sprites, but the animation's poor in places. And where are the 256 colours?

Sounds



- The characters mumble 'n' grunt impressively, but alas, there are no actual words

Gameplay



- A good test of brains, patience and lateral thinking. Some arcade skills needed, too

Lifespan



- Blinkin' 'eck. If you thought you could knock this off in a weekend, think again

The bottom line

This is visually pleasing, gives you a big game task, and combines puzzle-solving with arcade action and fun. It's also frustrating, long-winded and – gasp – nothing new

- Levels Loads
- Difficulty Infinite
- Continues Medium
- Release date Out now

Final score

80%

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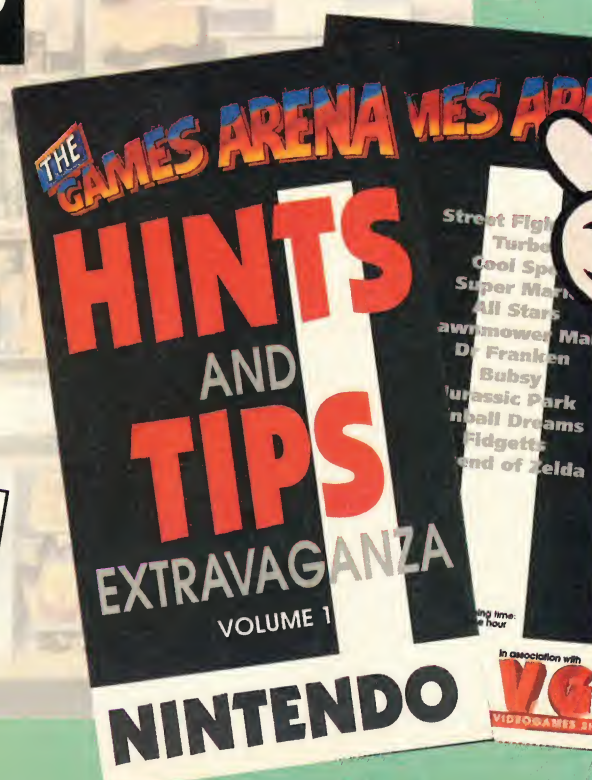


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LEGEND OF THE MYSTICAL NINJA



Kid Ying gets caught in a corner by Farmer Giles and a pink-faced raver.

For Super NES (1-2 players)



The only mystical thing about Frank is his uncanny ability to always be in the pub when there's work to be done.

Mystical Ninja was a huge hit when it was released in Japan. The combination of whacky Manga characters and strange gameplay went down a storm with those even whackier and stranger Japanese. And despite being packed full

From Konami

Price £45

of completely unintelligible Japanese text, it was also one of the biggest-selling import games for ages. Quite right too.

Now Konami have taken the plunge and launched the game in the UK, where I reckon it will have an even bigger following than it ever received in the States. The Japanese sense of humour is more compatible with the British one, and Mystical Ninja is a laugh a minute.

The game has two distinct modes. There's a viewed-from-above bit in which you run around building up weaponry and smacking baddies. And there are side-on platform sections, which pop up all the time and in no particular order – although the bosses are always to be found in one of these.

LEGENDS
Wonderfully varied gameplay, addictive action and an engrossing quest. Nice graphics, too



Hit the bell with your pole to kill the flaming baddies, then jump down to find a secret room. It's all happening on this level.



Groink! Kid Ying gets a bit of a bashing from an umbrella monster.



You're face to face with the second boss monster. What are you going to do now, eh?



What a strange game of football. The pitch is covered in ice and the players have all got big sticks.

I think this is called a face-off, but I don't actually know what that means.

BRETT HULL HOCKEY

**For Super NES
(1-2 players)
From Accolade
Price £45**

PUCKS
Lovely use of Mode 7
and some nice sprite scaling.
Plays a decent game
of hockey



Yaah, Frank's a cissie! Don't you know that only girls play hockey, Frank? (Biff!) Ow!

The intense cold hits you as you step onto the rink. You stare through your mask at your opponents. The echo of the crowd is muffled by your Kevlar helmet. You have ice on your butt, fire in your eyes and blood on your mind. This

is it, full-on professional ice hockey and it's not for cissies.

This version of the game differs from EA's hockey sim in a couple of important respects. For one thing, it uses Mode 7. For another, it has more speech than a cart-based game has a right to have. Other than that, it's very conventional.

One or two players can select a team from a huge

SHUCKS
All the limitations of the real game are here: there's little variety, and too much is left to chance



Tricky game, Johnny Hockey. It's too slippery and you fall over a lot.



That was nearly a blimmin' goal! If that puck had been a couple of inches nearer, the goalie would have been killed.

list of North American squads. You can then either compete in a league, or go head-to-head for a one-off battle. If you want, you can retain manual control over the goalie, otherwise the computer does the job for you. And that's about it. There's not much more to the gameplay, apart from the ability to perform some pretty spectacular fouls, which occasionally result in a button-pressing scrap.

The graphics are reasonable enough. The Mode 7 is nice, the sprite scaling is decent and the scrolling is smooth, but there's not an awful lot to look at, and the rink is always bluey-white. There's tons of speech, but sometimes it takes a while to catch up with the action.

This is one of the best hockey sims available on the Super NES, but it's strictly for fans. Unless you know what hockey's all about, you'll find this game incomprehensible. **FRANK**

T!

Brett Hull

Looks ■■■■■■■■■■

• Smooth and well designed graphics, but they're a bit on the bland side

Sounds ■■■■■■■■■■

• Organ noises, speech and some rinky-dink echoey effects abound

Gameplay ■■■■■■■■■■

• It plays like every other ice hockey game. Sluggish response and quick-fire shooting

Lifespan ■■■■■■■■■■

• As with all two-player games, you'll carry on playing against your pals forever

The bottom line

"I honestly believe that ice hockey is completely unsuitable for video games - it's just too repetitive and slow. This, however, is as good an attempt as I've seen"

■ LevelsLeagues
■ DifficultyEasy
■ ContinuesPasswords
■ Release dateJanuary

Final score

79%





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Issue Thirteen January 1994

SPELLBINDING

YOUNG MERLIN and *Aladdin*
Magical mayhem hits the SNES



"Better than Streetfighter 2"
Turn to page 92...

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"Censorship is a vile
and dangerous thing"
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Planner!

JAGUAR...
...or pussy? Atari's 64-Bit
console. Is it any good, then?

"Totally, totally, totally addictive"
The best Mega Drive
game of the year?

Turn to
Page 72



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Send your answers and pics to:
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 The closing date is February 25th, so get with the crayons, man. The editor's decision is final, and he's always right.

A LAMBORGHINI SWAG BAG WORTH £100!

To win a smart bag containing more than £100's worth of fab stuff – including sweatshirts, mugs, posters, badges and all things Lamborghini, just answer the questions below. Titus have kindly donated ten of these bags, which are worth over £1,000 in total! So, get writing!

- 1** The game **Lamborghini American Challenge** features Lamborghini's latest car. What's it called?
- 2** To the nearest ten miles per hour, how fast can the car shown above actually go?
- 3** In which European country are Lamborghinis designed and built?
- 4** What angry animal is pictured on the Lamborghini shield logo?
- 5** Tie-breaker: Design the next generation Lamborghini sports car. Mono or colour pictures will do.

The Way of the Exploding Fist

Super Turrican spills an enormous robot's pint and things begin to get out of hand.



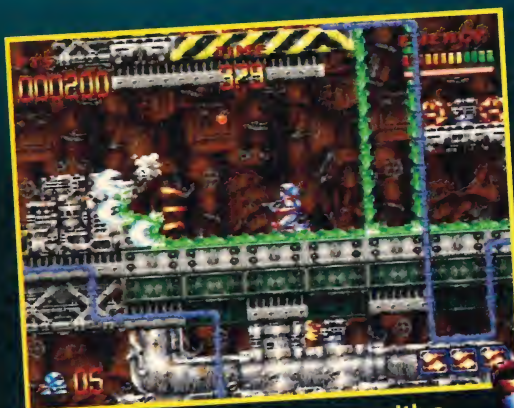
Think you're a tough guy, huh? I'll have you - and your mates, Come on, then!



Look I don't want any trouble, all right? Calm down. I'll buy you another drink.



I'm off home. How am I going to eat hospital food in this helmet anyway?



Taking out a gun emplacement with a three-way blaster on the rusty cyberpunk world.



Turrican balances on a snowball which is being pushed by a friendly yeti-rat-beast.



James Binns straps on his body-armour and goes alien bashin'.

Lawks oh lawdy, mum. The aliens are coming. run! Yes. Big, bad, bug-eyed guys from elsewhere have subjugated

▲ SUPER ▲
Fantastic sound, a wide variety of bad guys, loads of power-ups and some mean 'n' hectic gameplay

the people of a mostly harmless planet (again). The planet's last hope is the Freedom Force, a sinisterly named organisation defending liberty, peace and universal harmony. But how does the Freedom Force promote these goals? That's right, by having bigger guns than the aliens - and knowing how to use 'em, of course. Super Turrican places you in control of a heavily



SUPER

**For Super
NES
(1 player)
From
VicTokai
Price £45**

TURRICAN



Turrican uses a couple of lemon slices to protect him from the aliens.

Okay, who's been playing with the fuse box?



Turn your back on me, would ya? Take that, Tin Boy. You don't scare me.



Aaaaaaaiiiiiieeeeeee! Now you've got me real mad. Right, where's that smart bomb?



Okay, who's next? Are you talking to me? Well, who you talking to then, eh? Eh?

armoured bloke on a yomp through four worlds of slaughter-fest action. He can run, jump, shoot, do spin-attacks and drop bombs. What a guy!

Right From the outset Turricon comes tooled up with a nifty ray-gun which briefly freezes enemies, three smart bombs and an upgrade-able blaster. I have never seen so many power-ups in a game. You go from a pea-shooter

affair, through ricocheting bullets, right up to an eight-shot scatter gun (awesome).

Super Turricon looks great and plays well. There's a vast variety of stuff to snatch and bug-eyes to batter. The music too is excellent, with some rad piano samples and FX.

It's a tough game, but seasoned gamers won't have much trouble completing it. Super Turricon doesn't look as hot when compared

DROOPER
Not enough new ideas and some frustrating controls on the Turricon himself



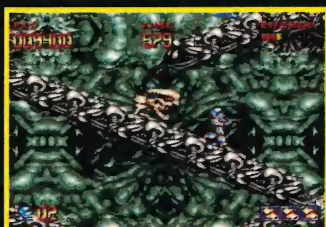
Super-Sonic Turricon shows off his spin attack.



Fishing rods? Who needs 'em? C'mere, Flipper!



Bad call. Never turn your back on rocket launchers!



Turricon shows his heels to an alien. It's a tactical thing.



Turricon proposes to a green beauty with nice eyes.



Those icicles'll have your eye out if you're not careful.

to Super Contra, but as a no-nonsense, arcade shoot 'em up it comes up with the goods.

JAMES

T!

Super Turricon

Looks ■■■■■■■■■■

• A good-looking title with some beautiful backdrops and well animated sprites

Sounds ■■■■■■■■■■

• Smashing in-game music, piano samples and convincingly chaotic sound FX

Gameplay ■■■■■■■■■■

• Plenty of alien-scum to bash, but the action's marred by frustrating controls

Lifespan ■■■■■■■■■■

• The four worlds don't provide enough variety to hold your attention

The bottom line

"A good old-fashioned, standard, shoot 'em up. There're plenty of alien-scum and power-ups, but a lack of variety and fiddly controls could prove tiresome in the long run"

- Levels 4
- Difficulty 3 levels
- Continues 3
- Release date ... January

final score
75%

Turricon's got a green freeze ray gun and everything!

These robo-sentries wake up and start shooting if you get too close.

SUPER PLAY



What are you doing this Christmas?
Getting to grips with your
SNES? If so, you'll be needing
Super Play. It covers
nothing but the
Super Nintendo. *

Super Play reviews every new UK release, as well as all the big import games. And we've got a complete listing of every SNES game out there too!

Super Play doesn't give bad games 80-90%. We know how much carts cost, so we tell the hard truth about all the latest releases.

Super Play has pages and pages of tips, codes and cheats for loads of games. This issue slices open *Jurassic Park* and *Mario All Stars* amongst others.

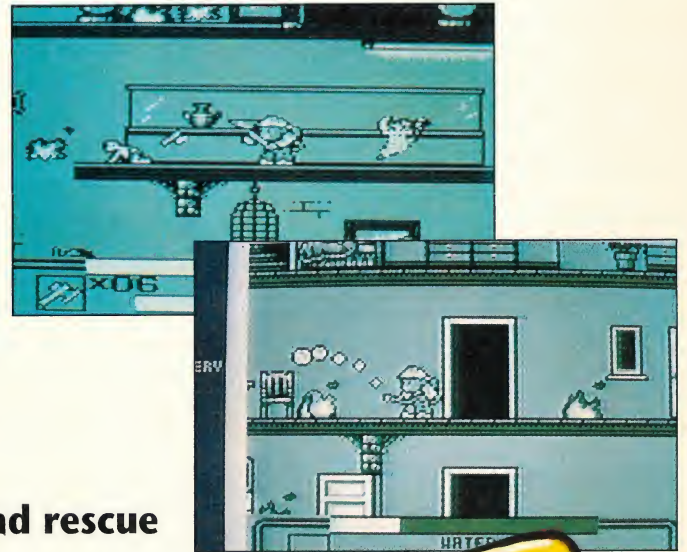
Super Play 15 is the bumper Christmas issue, featuring massive reviews of *Aladdin*, *Macross*, *The Secret of Mana*, *Lawnmower Man*, *Super Empire Strikes Back*, *Sensible Soccer* and many more.

Super Play has the biggest news section of any mag. And we get tons of up-to-the-minute info from the USA and (especially) Japan, home of the SNES, too!

* We've also got Neko the tiger underneath all that snow. And if you don't buy the Christmas issue we'll leave him there. it's in your hands...

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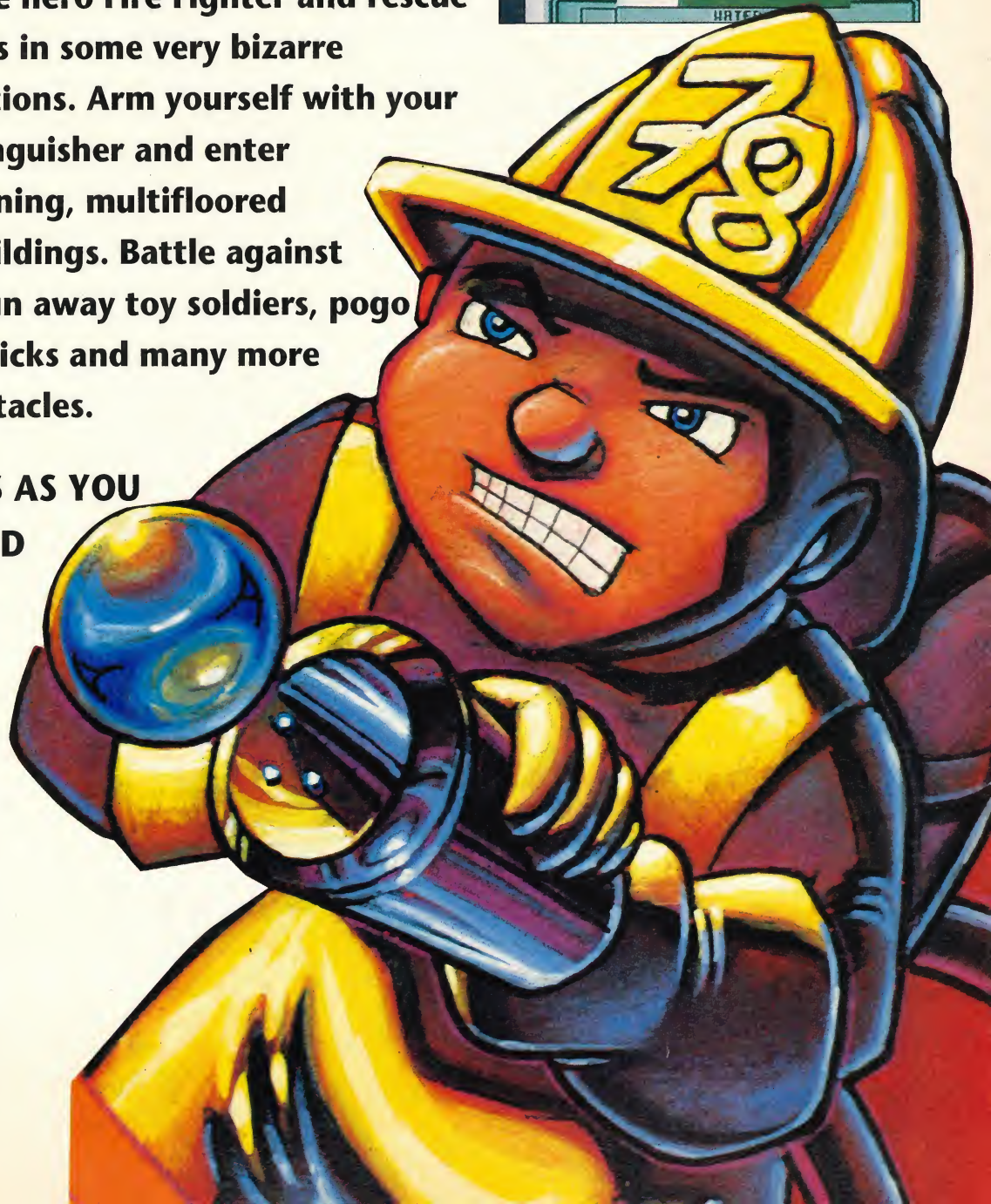
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The Case Of The Vanishing Eggs

Eggs have been mysteriously disappearing in Pecksville, East London and only one chicken can save the day. Enter the world famous detective Sherlock 'Alfred' Holmes and his trusty assistant Cock-ter Watson.



Some blaggard's nabbed Billy Egg, eh? We'll soon have the varmit behind bars.



Nigel Egg's gone missing too? Someone's clearly making one hell of an omelette.



Did you say chicken omelette? Erm, well, I must be off, I'm late for my violin lesson.



Look, I'm sorry, mate, but I just don't want to buy a set of used traffic lights.



An unexpected chainsaw comes from nowhere and creates a cloud of feathers.



Alfred pecks the ice to make a tunnel to the end-of-level balloon which will take him off into the wild yonder.

ALFRED

For Super NES (1 player)

From Mindscape Price £45



When it comes to playing chicken, James is an expert.

Yes, I know it sounds rather preposterous, but the newest video-game star is indeed a chicken, and he is, believe it or not, called Alfred. Strange but true.

EGGS
A fun game with a wide variety of arcade action. There's even a two-player mode thrown in for good luck.

Alfred's special abilities are a bit on the sparse side. He can't fly, but he can flap pathetically. He can't lay eggs, but he packs a mean peck. He can't cluck, but he can walk in a silly way. Impressive, huh?

Alfred has to use this arsenal of duff powers to search for eggs which have mysteriously gone missing from the town of Pecksville. Bizarrely, Alfred's solution to this problem demands that he does his finest Norman

More cheesy wotsits...

You've got to be crackers to want to travel around Cheese World.



This switch will turn the stars into things which will support you.



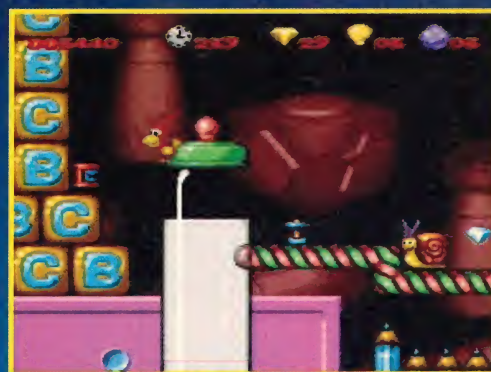
Use the springs to fire yourself into the air. It's amazing, eh?



Alfred can see the diamonds – and by golly he knows how to get at them, too. Bash that ice, Alfie.

The balloons are restart points and you'll find 'em all over the place, thank heavens. I have no idea what those Curly Wurly affairs are about, though. Any thoughts?

CHICKEN



Suck on this Alfred. You will find various dairy products scattered throughout Alfred Chicken. Milk, eggs, butter, yoghurt, fromage frais, it's all here!



Betcha never knew chickens could swim. But they can you know. They can swim, pole vault, do algebra and paint. They just don't want the humans to know, that's all.

Wisdom impersonation, as he struts his stuff across a series of platforms collecting diamonds.

There are no surprises in the platform department, but there are a few smart touches. These include sleeping time bombs which wake up and explode when Alfred gets too close, laser guns that coat him in 14 herbs and spices and then fry his ass, roofs that cave in, and huge, mean-looking chainsaws. It's a very dangerous habitat for a young chicken, and I bet Alfred wishes he was locked up in a nice, warm battery farm with all his friends.

DRESS
The sprites aren't so hot and the music's awful. There aren't enough passwords either

The graphics are fine, although some more detailed sprites wouldn't have gone amiss. The backdrops are full of quaint quirks, and they scroll smoothly and quickly. The music, if you can call it that, is awful, but there is an option which enables you to turn it off. This leaves you to enjoy the effects alone, which are quite groovy, with squeaking mice, satisfying explosions and loads of nice whooshing noises as Alfred does his killer dives.

Alfred Chicken is a fun game, which is easy to get into and has exactly the right

balance of exploration and reward. It's not as taxing as Mario All-Stars and it's not a patch on Aladdin in terms of looks, but it's a laugh nevertheless. **JAMES**

T!

Alfred Chicken

Looks

Smooth scrolling backgrounds, which're slightly marred by some ropey sprites

Sounds

A series of awful tunes, but you can switch 'em off and enjoy the effects

Gameplay

Alfred responds well to the controls and it has just the right learning curve

Lifespan

It's not repetitive like many of its rivals, so it should hold your attention

The bottom line

"Alfred Chicken is like a family day out at a wildlife park. There's plenty to see and do. It has its flaws, but I forgive it. After all, I love chickens (roasted)"

■ Levels Loads
■ Difficulty Intermediate
■ Continues Three
■ Release date ... January

final score
75%



Alfred can be a hard nut at times, especially when he dive-bombs the bad guys.



It's a damn tricky move to get right, though. One mistake – and your history.

For Super NES (1 player)

From Sunsoft

Price £55

DAFFY DUCK

THE MARVIN MISSIONS



James is a big fan of the dethpicable duck. But will the game leave him spitting feathers?

Duck Dodgers is a hero's hero. He carries five guns, uses a jetpac and screams for his Mother. Marvin the Martian is an alien's alien. He's bug-eyed, leads an army of bad, green guys and flies a proper, pointy spaceship. Dodgers, aka Daffy, is all that stands between the galaxy as it is now, and the galaxy as it would be, if Marvin the Martian ran it. Marvin would probably want to move all the furniture round, put down new carpets and cause all sorts of mayhem. It's all based on

Duck Dodgers takes on Marv's ramjet boss. Learn the pattern of the arm, then shoot up at the cockpit.

the fantastic cartoon series Duck Dodgers In The 24½ Century, and it's one helluva whacky game!

Daffy starts out in the Acme weapon shop, where he gets to kit-himself up with all the latest death-dealing gizmos. A fairly weak blaster with ridiculous recoil and unlimited ammo

comes free, but after that everything costs money. You can buy a Freeze Gun which, predictably enough, freezes your adversary, an Electricity Gun which comes in pretty handy for taking out enemies from below; a Three-way shooter; a



Cannon which fires bouncing balls, and a well 'ard Anti-matter Gun. You can also score some extra lives, continues and even fuel for your jetpac. It all depends on how much cash you have. Part of the challenge, in fact, lies in figuring out which weapons will work best on particular levels.

You start out in Magma, a luxury resort packed with volcanic fire-beasties, and boasting a flash

DUCKS
Highly polished and detailed graphics. Whacky sound effects and humorous 'n' rewarding gameplay.

TOTAL!
TACTIX

Ever seen a duck crawl?

No. Didn't think so. But how is Daffy going to get through such a small hole?



Through that gap! You must be joking, I don't have the biology for it.



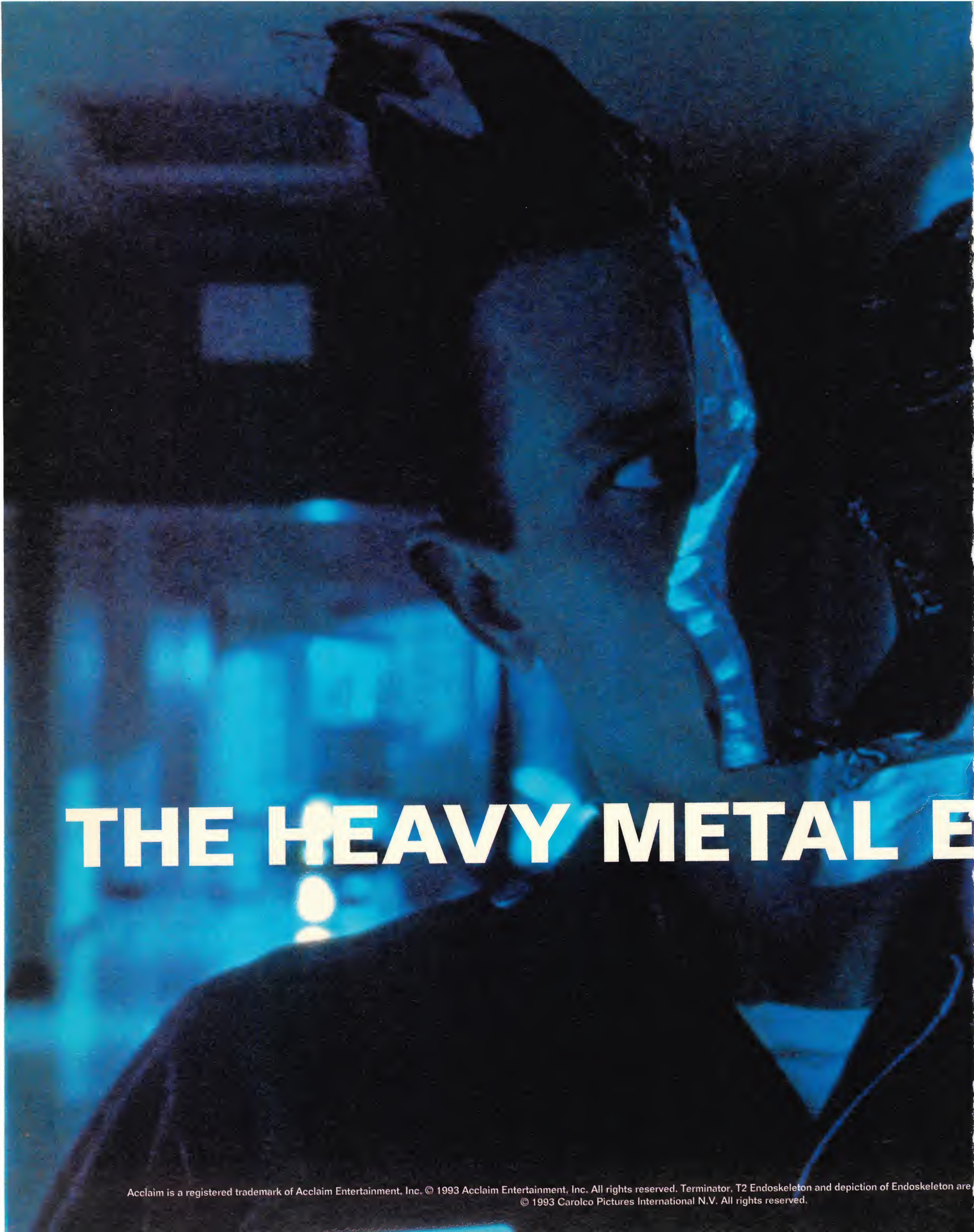
No problem Daffy. Just do as I say. Turn your back and kneel down. Go on then.



Now shoot your standard blaster and the recoil will push you through the hole.



Some head-to-head action as the Martian and Duck try to stare each other out.



THE HEAVY METAL E

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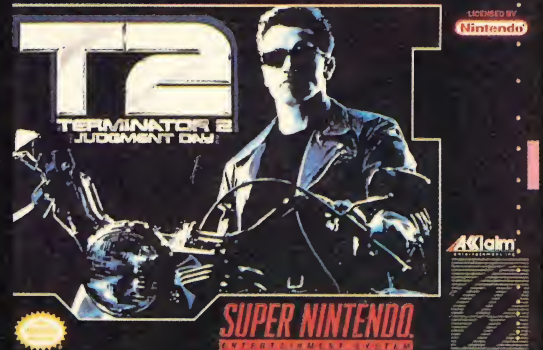
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Acclaim

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"All in all a great conversion."

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Puzzler

Platform

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Shoot 'em up



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Tertiary Communication

Items: 1

Endline

Nincontinent
Nintimidating
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Headline

Packaging

Items: 1

Packshot

Street Fighter II Turbo



Console with game around £140.
Game around £60.



DEMON

Picture a future in which crime and violence no longer exist. In which the human race has become gentler, more enlightened and, some would say, weaker. Imagine, then, a criminal from the past suddenly appearing in this Utopia. A force of chaos in a world of order. The name of this criminal is Simon Phoenix.



Simon Phoenix discovers that John Spartan actually means business.



Although the future is lovely, poor people still live in slums.



Ha, ha, ha, ha, ha, ha, ha, ha, ha!



Oh dear. You know he's around somewhere, but where exactly? Probably right behind you.



Cor, she's a bit of a looker and no mistake.

When John Phoenix (played by Wesley Snipes) resurfaces in the future after a cryogenic accident, he quickly takes advantage of the totally unprepared police force to launch a hugely violent crime spree, which overwhelms the 21st century's authorities.

The only way to fight this animal from the past, it seems, is with another animal from the past. Enter John Spartan (played by Sly Stallone). Framed for a crime he didn't commit (aren't they always?), the maverick cop, dubbed the Demolition Man because things tend to blow up when he's around, is awoken from his frozen state to sort out Phoenix once and for all. The battle between these two men is the movie's central theme.

As a movie, Demolition Man works pretty well, with plenty of pyrotechnical delights and snappy one-liners on offer. Although Wesley is physically a rather unlikely match for Stallone's raw beefcake, he pulls off the act remarkably well, and there are some beautifully choreographed fight scenes.

Although the film won't exactly tax your mind, it's a bril-

liant vehicle for Stallone, who a year ago seemed destined for a career of TV movies and commercials. This puts him firmly back up there with Schwarzenegger and Willis. One problem, though: Stallone's been lined up to play Judge Dredd in the forthcoming movie of the same name, but Demolition Man is already so Judge Dredd-esque that it's going to be tricky to spot the difference.



THE GAME

Rather than fart around with an RPG or a platformer, Virgin have gone straight to the heart of the movie for their inspiration. It's a shoot 'em up, with just as many huge explosions as the film. The beauty of this conversion is that Demolition Man was one of the first movies to be made with video games in mind. Many of the movie's actors, including Sly

himself, were filmed against a blank green background so programmers could cut them out and drop them into computer-rendered backdrops.

Demolition Man's programmers originally intended to create a virtual world which Sly could walk through, but the limitations of the Super NES meant that the action had to be confined to static and scrolling shoot-out sequences. You view the action from behind the Stallone sprite; your gun sight is controlled with a cursor, and it's up to you to target your foes as you blast your way through the various scenarios.

One nice feature – which has yet to be confirmed – is the inclusion of a SFII-style beat 'em up. Virgin have clearly learned a lot from their programming of Dragon for the Super NES, and we may well see the fruits of their labours in Demolition Man's beat 'em up section (if it is included).

The problem is memory. Compromises will have to be made in order to fit all this stuff onto the SNES. With luck and some clever programming, though, this could well be the blaster to end all blasters. (Review early next year.)

T!

BLAM, BLAM, BLAM!

Just take a look at the pictures below for a taste of what the game has to offer. These are actually early 3DO development shots, but the Super NES can recreate these perfectly well.



Move the cursor to aim your pistol and kill everything.



Digitised stills relate the plot as you progress.

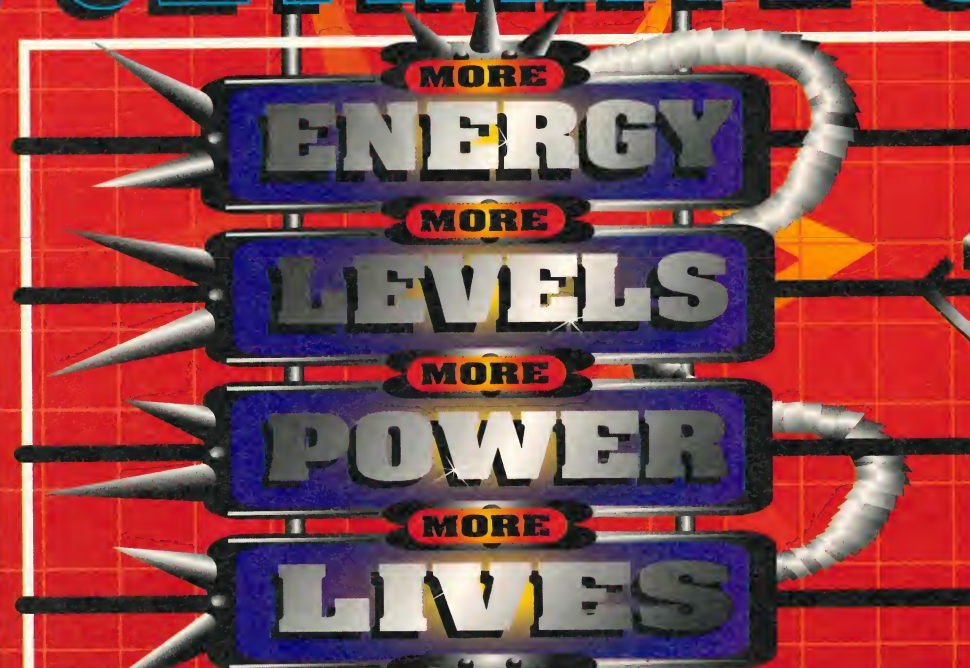


Great sprites and animation are trademarks of the game.

THE ULTIMATE GAME



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This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.



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Entering the Dragon hall of infamy...

These are just some of the thoroughly disreputable characters Bruce is up against in his quest for truth, justice and a damn good scrap...



DRAGON

Bruce Lee. The most important man in the history of the martial arts. His importance cannot be stressed strongly enough. If it hadn't been for Bruce Lee, karate, kung fu and Tae Kwon Do would still be mysterious Oriental pastimes. Bruce Lee made martial arts trendy in the West.

Like many of his friends, Lee learned martial arts as a hobby, but even at an early age it was clear he was a natural. His upbringing wasn't harsh, but the neighbourhood was tough and the young Lee soon learned that many kung fu techniques simply weren't practical in real fighting situations.

This led him to develop his own form of martial arts, called Jeet Kune Do, which borrowed the most successful elements from other fighting styles.

Dragon's a new movie about Bruce Lee's life: the man, the legend, the number one head kicker-in. Frank O'Connor takes a look at Virgin's up 'n' coming game of the movie...

... Bruce takes on the barmy army

... With such nasty types on his case, it's a good job Bruce is the greatest fighter the world has ever seen.



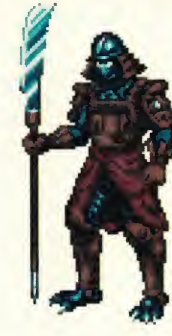
Hender



Divina



Lukeson



Phantom



Too many cooks spoil your chops. Dare you ask for a second helping?

There were European exponents of Oriental martial arts long before Bruce Lee arrived on the scene, but he was the first movie actor to make fighting look stylish and heroic. His combination of screen presence and pure athleticism ensured that his were the best kung fu movies around. Teenagers flocked to see him at movie theatres all over the world, from Kowloon to Cleethorpes.

Dragon, the movie, tells the short, but important, story of Bruce Lee's life. It's full of extraneous nonsense, with Bruce being haunted by a mysterious warlord, kicking hell out of loads of people for



Some small children train under Bruce's watchful eye. They give the film that vital 'aah' factor.

no apparent reason, and overcoming racism wherever it raises its ugly head. But the fact that the movie is essentially based on a true story gives it an immense pull.

Bruce Lee died a young man, and although the circumstances of his death have been shrouded in mystery, the truth is less enigmatic.

Bruce Lee suffered from headaches and high blood pressure. One day he took an aspirin, fell asleep and never woke up. Of course, it's a lot more interesting to suppose that Ninjas with a vendetta got to him, or that weird Chinese

This is what happens when Tiddles goes without his Whiskas.



"Dragon could be the first true rival to Capcom's mighty Street Fighter II - in terms of playability, at least"

ghosts abducted his spirit. But alas, no.

So what did Bruce achieve in his short life?

Well, he made several chop-socky movies, including

Game Of Death, The Big Boss and, the best of the lot, Enter The Dragon. The

latter was a big-budget Hollywood picture, but amazingly, the movie moguls let Lee himself decide how the fighting should look. The mixture of American gloss and Chinese fight choreography was a sure-fire winner. Enter The Dragon became the most successful martial arts film ever made.

"His combination of screen presence and pure athleticism ensured that his were the best kung fu movies around"



Two Bruce Lees have a bit of a scrap with a drunken sailor, er, early in the morning, probably.



That's the last time I complain about my spring rolls being too crunchy and greasy.



Bruce has a run-in with a bloke from his childhood nightmares. Seven feet of angry dream demon is not to be tangled with... Unless you're the Dragon himself.



Divina is one tough lady. That's why it takes two Bruce Lees to get on top of her. Nice legs, mind you. Hmm. I wonder if she wants to go out for dinner tonight.



Bruce has a fight with himself in the kitchen. This could get confusing.



A bunch of Triad killers challenge Bruce to a fight. Very big mistake.



See, I told you it was a big mistake. This is Bruce Lee, for God's sake, not Terry Christian. Some people never learn from their mistakes.

sprites, whereas Dragon features smaller, faster, more fluid ones.

During the course of a game, you get to meet and fight many of the characters seen in the movie. The mad chef from the restaurant where Bruce worked, the evil ghost that haunted his dreams and the sailors from the bar-room brawl. Many of the characters will possess special moves – and yes, you can control the bosses.

The special moves are a little more conventional than those found in SFII and tend to consist of combination kicks and fast punches. The Super NES version is still quite some way from completion, but the good news is that it will take advantage of the six-button control pad. This could be the first true rival to the mighty Capcom game – in terms of playability, at least. Look out for a review nearer the time.

FRANK



Character assassination

Without adhering too closely to the actual plot, the game lets you fight most of the characters from the film, but not necessarily in the right order. Funny business, movie licences.



This is the bloke you challenge to a fight and have to beat in under 60 seconds.



These are the American sailors who mess with your girlfriend in the local nightclub.



Yikes! The evil bloke from your nightmare comes to get you at the end!



This bloke attacks you on a movie set and the director thinks it's an act.



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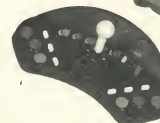
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RANMA



Yikes! A large bull-shaped creature nuts you painfully in the head.

For Super NES (1-2 players)

From Ocean

Price £45



Frankie boy straps on his special kung fu knickers and heads off to Mangaland.

Tricky one to explain this. Ranma is a girl, whose sex changes if she gets hit by water. Her dad is a giant panda and her teacher wants to kill her – it all gets very confusing. What you have here is a Street Fighter II clone, which is based around a popular Japanese cartoon series.

Heh, heh, heh. those crazy Japanese, eh? Ranma

MANGAS
Lovely Anime-style graphics, great sampled speech and addictive gameplay

is weird even by Japanese standards. The main characters include the King of Hearts, transvestites and that giant panda fellow. Each of these characters has their own special set of techniques, secret moves and some pretty bizarre habits.

The button set-up is fairly simplistic. There are two action buttons: soft and hard. Everything else you do is a combination of direction and buttons. The button set-up default is unfriendly and you have to change it before you start.

Once this is done, you can set about learning how to use the characters and their special moves.

The sad thing is that this won't take too long. Many of

The weird bloke in the night-gown has just defeated the other weird bloke. Actually, there are a lot of weirdos.

KATANGAS
Far too easy to complete using any of the characters and not really complex enough

the special moves are accessed by simply pressing two buttons at once. This is hardly going to stretch your reflexes and Street Fighter II players may find it all a bit limited.

The graphics are stupendous though – these are very accurate representations of the Ranma characters. Fluid animation and high attention to detail make this sparkle. There's a weird, almost sinister atmosphere to the game and the creepy music serves only to enhance this feeling.

It's an average game, and if anything it's slightly worse than the Japanese import version we reviewed years ago. Ocean really should've chosen Ranma 2, which is more fun and has better graphics. Not bad, but no competition for Capcom's big boss.

FRANK

T!



Being attacked by a giant panda is painful... And a bit surreal.



Eat magic power you fire-breathing fiend. And don't even think about coming back for more. Don't let it even cross your mind.



Ranma performs her amazing pillar of fire. It works just like a dragon punch.

Ranma

Looks

- Superlative cartoon graphics, with great animation and amusing sprites

Sounds

- Tunes are a bit twee and silly, but the Japanese samples are pretty cool

Gameplay

- Very simple, very fast and for the most part, very enjoyable stuff

Lifespan

- Ranma is a bit too easy to complete, no matter which character you use

The bottom line

"What could have been a very special and very playable alternative to Street Fighter II, loses marks because it's far too easy to complete. I reckon it's better than Mortal Kombat though"

■ Levels 8
■ Difficulty Easy
■ Continues Infinite
■ Release date December

Final score
66%



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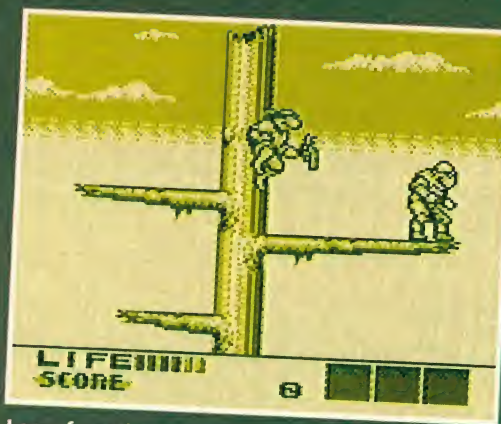
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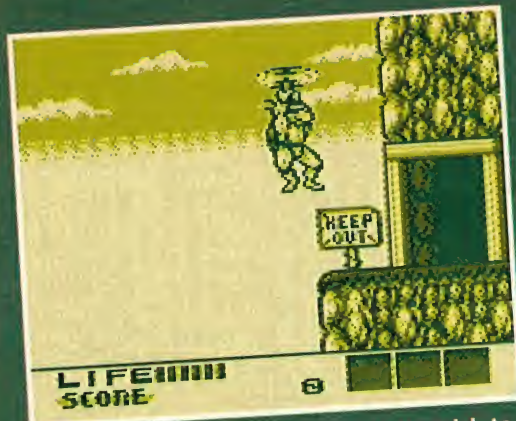
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There's an awful lot of smacking involved in this game. Basically, you have to smack just about everything you see.



Leap from branch to branch smacking things. Again. It looks a bit like Bionic Commando actually.



Mikey uses his helicopter-nunchaku trick to glide safely towards the entrance. Not that he actually needed to or anything.

TEENAGE MUTANT

Radical Rescue

For Game Boy (1 player)

From Konami

Price £25



An example of what not to do. Michelangelo can't fit through this gap, but perhaps one of his, as yet, unrescued Turtle buddies can. Go look for Donatello.



Chris Buxton has always fancied himself as a bit of a renaissance man, so he feels right at home with those strangely named mutants. Sadly, the Turtles couldn't say the same about Chris.

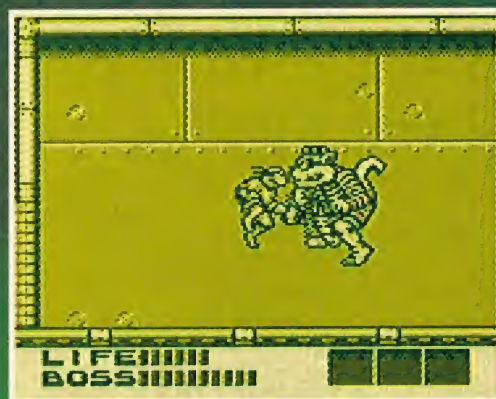
O ooh dear, dodgy territory this one. Not only is it a licenced game, it's also a sequel. Cripes! Still, you can't judge a book by its cover and all that.

Turtles 3 uses a basic left to right scrolling formula. You play the part of Michelangelo and it's up to you to rescue your mates from the clutches of the evil Shredder.

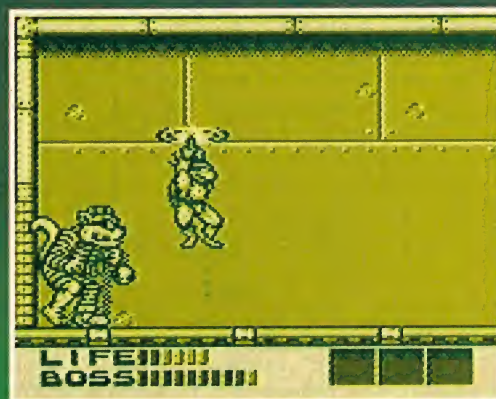
Not exactly ground-breaking stuff, I agree. But the size of the game – well – that's another story. The levels are massive. It's not surprising then, that part of the game involves finding

The ever-useful 'how to beat a boss' tip

Beating up the Foot Clan and rescuing all your friends is what this game is all about, but there are also tough bosses to deal with. This first one, for instance, can be a real git. But fret not, cos we're going to show you how to collect a valuable key and kick the boss's ass good 'n' proper. We'll leave the game-playing up to you, but we can show you a little tippy process that should (as long as your name isn't Frank) enable you to destroy this tiresome little boss. On with the tip then...



As soon as you get the opportunity, jump towards this, erm, whatever it is and hit the punch button, to get one hit in. Now jump back to the far left-hand side.



When the big boss runs towards you, jump into the air, then hit the jump button again to perform a life-saving hover move. Now turn around and hit him again.



When you're climbing a ladder, your main weapon becomes inactive and you have to use throwing stars instead.



Yum-yum, pizza! Whole pizzas are found all over the place and act as extra lives, so look out for them.



Yikes! A spout of scalding steam erupts from the earth, right in front of your face. If you can't stand the heat...

HERO TURTLES 3

cards which give you access to new sections of the level. There's also a map feature, for those wishing to see where they are in the grand scheme of things. And, of course, there's plenty of fighting to be had.

The Foot Clan are the geezers you have to pummel, but don't expect to have it all your own way, they can be a real pain at times. Luckily, noshing on a slice of pizza will restore some of your energy, while a whole pizza'll give you an extra life.

There's nothing particularly original in here, but beneath its somewhat dull format there's a real in-
yer-face challenge. Fortunately, Konami have thought to

TURTLES
It's large, challenging and well programmed. And thankfully, there's a password system in there too

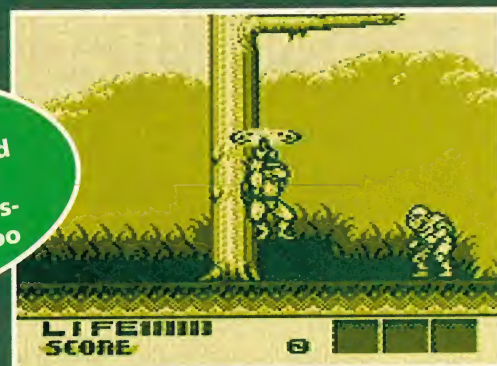
include a password feature and that cuts down the frustration factor quite considerably. Turtles 3 is a professional piece of software with nice graphics, cool sound and a challenge that should keep you going for quite some time. It all comes down to whether you really like these type of games. But that sounds like a bit of a

TERRAPINS
There's absolutely nothing original in here. But then, if it isn't broken, why fix it?

cop out, so I'm going to have to come up with a better explanation than that. Ah, yes. I know. While Turtles 3: Radical Rescue is a highly playable and worthwhile platform romp, when it really

comes down to it, it's not going to change the (gaming) world as we know it.

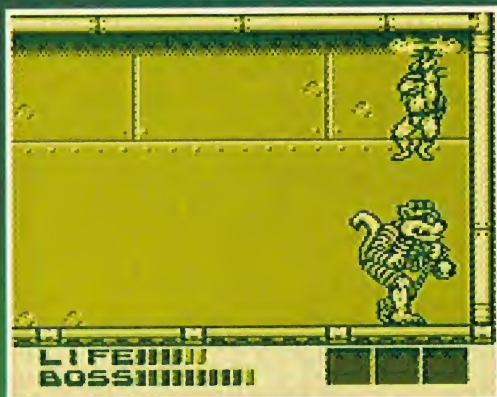
CHRIS T!



Mikey's helicopter trick doesn't scare this nasty-looking bad guy.



An evil flying ninja attacks you with bombs from above. Not nice.



Then run over to the other side of the screen and repeat the process all over again. Beat him and you'll get a lovely key which will come in handy later on.

Teenage Mutant Hero Turtles 3

- Looks** [Progress bar]
 - Scenically impressive graphics with some excellently animated sprites
- Sounds** [Progress bar]
 - There's nothing spectacular to listen to, but it's all done very nicely indeed
- Gameplay** [Progress bar]
 - It's fun and all that, but there's no new gaming ideas in here at all
- Lifespan** [Progress bar]
 - A large game. Even with the password system you won't finish this in a day

The bottom line

"The bottom line? Large and highly playable, but it's not exactly original. If you like this sort platform beat 'em up, then you're going to love this. If you don't you won't"

- Levels 4
- Difficulty Hard
- Continues 2
- Release date ... January

Final score

78%

For Game Boy (1 player)

From Mindscape

Price £25

OUT TO LUNCH



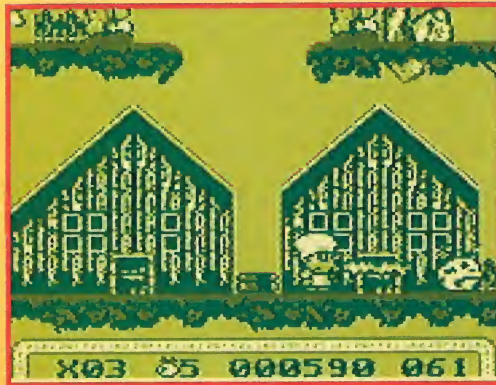
This mushroom is about to get its head stomped on. Stun it and then tuck it away in your bag!

stuff it in your net. Once it's in there, you trot back to the cage, where you can lock up the offending onion, or whatever. Having secured your quarry, you then return to the thankless task of hunting down yet more food. And that's it. As far as I can tell, nothing else happens. The platform backgrounds change, but the gameplay remains the same.

The graphics are okay, with some decent sprites, including a cute chef and a bug-eyed, bouncing mushroom. The sparse backdrops leave a lot to be desired, though, and the sound too is pretty unremarkable. A bleepy ditty which you can switch off and familiarly dull effects.

Out To Lunch really offers you very little, except perhaps, nostalgia for that old arcade classic, Burgertime. It's more like a sub-game than anything else, and that can't be worth £25, can it? **JAMES**

T!



Ah! Traditional Swiss villages, full of cabins, trampolines and rampaging bread rolls. Eh?



James Binns knows all about food. He knows just what he likes, and he knows the

Indian takeaway which sells it.

The nearest I come to actually cooking is rustling up a pot of boiling salted water, and even then I usually manage to burn it. So as you can imagine, I was a little nervous about playing Pierre, a top-cooking bod with a silly chef's hat. Would I be able to chop vegetables quickly without joining the army of the amputees? Would I be able to tell the difference between a shallot and an onion at forty yards? And most importantly, would I be able to have as much fun as Keith Floyd? Erm, no.

Out To Lunch is a barely adequate game, with fantastically repetitive gameplay. Following a dose of gamma radiation – or something – the comestibles have busted out of the larder. And it's your job as chef, to bring 'em back alive.

In order to do that, you have to jump on the fleeing ingredients or squirt 'em with ketchup. Apparently, this stuns the escaping food long enough for you to

CRUNCH
A repetitive and boring game, with uninspired platforming and a lack of anything decent

LUNCH
Some cute food-type sprites and, erm, an interesting variant on the platform theme. Maybe



Chef swipes an unsuspecting hamburger into his sack. It's the grill for you, laddy!

Oh, I've got a luvverly bunch of mush-e-rooms!

Out To Lunch

Looks ■■■■■■

• The Game Boy is capable of much more than these empty little screens suggest

Sounds ■■■■■■

• Average effects and an irritating tune, which you can thankfully switch off

Gameplay ■■■■■■

• Responsive controls mean that you actually feel like you're in charge

Lifespan ■■■■■■

• It's dull, dull, dull. Still, it might come in useful for placing under wonky table legs

The bottom line

"Oh, for heaven's sake, is this '90s, or what? Haven't video games moved on a bit since these dire little collect 'em up efforts were all the rage? Buy something else. Anything else"

■ Levels 8
■ Difficulty Intermediate
■ Continues None
■ Release date . Out now

Final score

50%

**FOR
YOUR**



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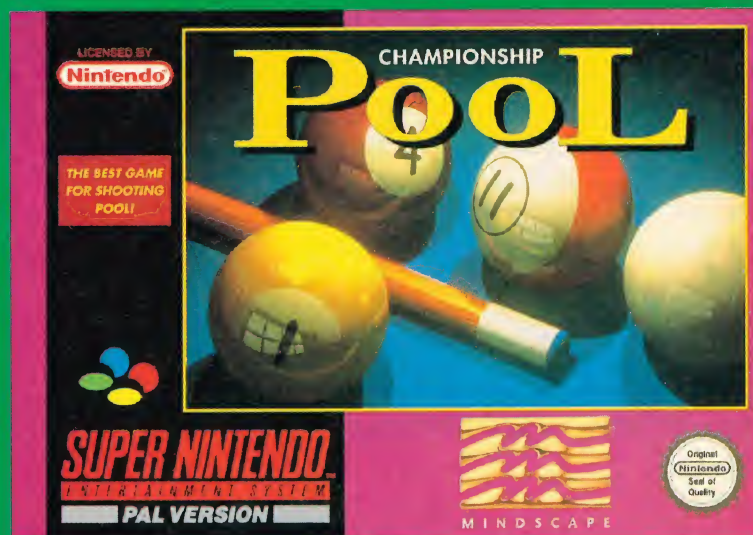
'Silky smooth graphics and bags of gameplay...'

'The first of it's kind to hit the SNES'

'Pool is, not wanting to beat about the bush, an excellent game...'



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MINDSCAPE

FELIX THE CAT

For Game Boy (1 player) From Sony Imagesoft Price £25



In tests, nine out of ten TOTAL owners said their cats preferred Dane to any other brand...

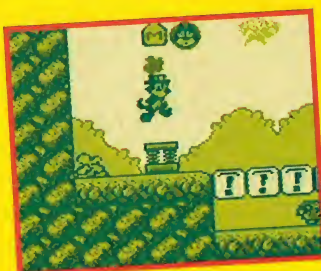
Felix is a cat. You probably knew that already, but I bet you didn't know that he's a magician too. I'd also wager you don't care much and, quite frankly, neither do I. Anyway, he's a cat, a magician and now the star of his very own Game Boy game. Unfortunately, starring in a game like this is akin to starring in a low budget remake of Plan Nine From Outer Space, i.e: blimmin' pointless.

Pointless, because this has all been done before, and done a hell of a lot better. Felix The Cat would dearly love to be Mario, and while they've tried to make the game more or less the same, they've

forgotten something - like the challenge and playability. I mean, what's the point of having a Mario-style game which you can finish first go?

Yeah, okay, so they've included some Mario-type powers which Felix can activate once he collects enough

MEOWS
It's very easy to get into and kids will find it instantly accessible. It's fun for about two hours - then you finish it



I want to take him home, hug him and squeeze him.



He's my favourite because he's so cute and furry...



... Just like a video game hero should be...



Yes he is. To a world of excitement and adventure. Probably.



Whoever decorated this place really ought to be shot...



Sounds like good advice. Maybe I'll go home and watch TV.



Dragon versus Beguiler? Doesn't sound very even to me.



Chris's fantasy has nothing to do with castles 'n' magic, but there was some mention of leather...

Right, I've got just one page to review this game in, so I'll make it sharp and to the point. RPGs are the kind of games that people either love or hate. Thankfully, I fall into the

SWORDS
Clear graphics, and tons of zappy spellcasting and sword-slashing

former category. Okay, so we've established that this is a role-playing game and that I like them. What's next? Oh, yes, that's right. The game.

You control a party of five adventures and, to cut a very long-winded story very short, you have to find the various pieces of a very powerful time

For Game Boy (1 player) From Squaresoft Price £25

FINAL FANTASY LEGEND II

Sony would probably claim it's aimed at kids, and that they'll love it. Well, to quote another famous cat, "Big, fat, hairy deal." Besides which they'd be completely wrong, the kids won't love it.

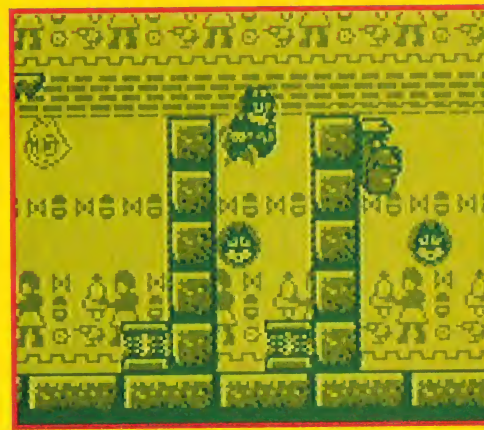
By today's standards the graphics are pretty average and the sound is just awful. You could understand this if the game was a real demon to play, but this is just a limp-wristed affair. Come to think of it, I've seen poodles which are more savage than this.

There are plenty of awesome platformers available on the Game Boy, Super Mario Land being a classic example. So, don't waste your money on this trash.

SOWS
Far too easy to complete. There just isn't enough here to last you more than a couple of days



Yep, Felix's far more appealing to us girls than some muscley bonehead in a loincloth.



Come to think of it, though, that loincloth bit doesn't sound all that bad.



... It's much better than those pseudo-macho gimps, who act tough all the time.

Felix The Cat

Looks

• You can tell it's Felix, but only just. The levels look fairly plain and boring

Sounds

• Ouch! Even cats wailing late at night sound better than this. Turn it down

Gameplay

• It wants to be Mario so much, but misses by a mile. Jump and fire – that's all there is

Lifespan

• If you don't complete it within a couple of hours you're either very young or crap

The bottom line

"This has got to be one of the worst Mario clones yet. A nice idea, but the lack of challenging gameplay means it all falls a bit flat. Even youngsters will complete it with ease"

■ Levels 5 areas

■ Difficulty Dead easy

■ Continues 3

■ Release date Out now

Final score

49%

machine/space cruiser-type thing. So, you wander around talking to people and picking up the odd piece of information here and the odd experience point there.

Eventually, it all starts to make sense (honest) and you actually start winning a few battles, building up your characters and finding bits of the machine.

All the characters earn experience points by winning battles. Collect enough of them and you get to move up a level. And the greater your experience level, the more damage you can inflict. You'll also get bigger weapons and more magic into the bargain. The magic ranges from the usual RPG Cure-type spells through to

SORES
Nothing particularly groundbreaking here – you've seen it all before

the more enigmatic wizardry of the Quake and Stone spells.

Final Fantasy III won't make you drop your Game Boy in surprise. If you've played any decent RPGs before, then you've certainly played this one.

The graphics have a nice cartoony feel as you wander around the settlements interacting with the game's various characters and the fighting sequences are well done.

It's a fun game in its own odd, blobby kind of way. But if you already own a

copy of Zelda, then all this has been point-

less, because you'll be far too busy playing that to bother reading this review. And that says it all, really.

CHRIS



It did indeed, and it also happens to be the cause of all your problems. This shot is from the lengthy game introduction.



Enough options for you? Everything that you'll need is here. Well, almost.

Final Fantasy III

Looks

• Well-defined lands and excellently animated characters and monsters

Sounds

• What do you expect? It's an RPG with the usual tinny bleeps and annoying buzzes

Gameplay

• Easy to get into, simple to control and everything on screen's nice and clear

Lifespan

• The later stages are pretty tough, so you will be playing this for some time to come

The bottom line

"A good, but fairly routine RPG. There's nothing here that you haven't seen before. If you've already completed Zelda, though, then this is a good one to go for"

■ Levels 14

■ Difficulty Medium

■ Continues Save feature

■ Release date Out now

Final score

78%

SENSIBLE SO

For Game Boy (1-2 players)

From Sony Imagesoft

Price £30



Frank almost made it as a footballer. Until they found out he couldn't play football.

Sensible Soccer is something of a phenomenon. Essentially, it's a very basic footy game, but the programmers spent an awful lot of time getting it just right. On other formats, it's a deep, playable and fun soccer sim. So, how does the Game Boy version compare with, say, the Super NES one?

Well, most of the bits are there. You can choose teams, adjust strategies and play league or cup matches. Obviously, the graphics have been simplified – the sprites are small and dinky, and you can only see around a fifth of the pitch at any one time – but it retains the same look.

There are only two buttons to worry about, though: shoot and pass. The pass button sends the ball skating along the floor, low and slow. The shoot button hoofs the ball

straight up the park, enabling you to apply the fabled aftertouch, which bends the ball left or right as it flies through the air. This is the real secret of scoring goals. Send the goalie one way, bend the ball slightly, then watch him land on his face while the ball rockets into the net.

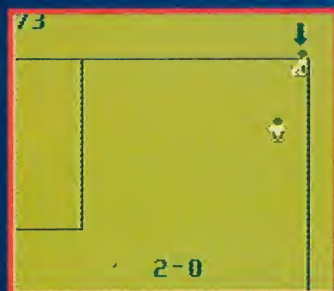
Well, that's the theory. In practice, the controls are a little unresponsive and the ball blurs horribly at speed, making it difficult to locate and resulting in you chasing the damn thing all over the pitch. This game makes your fingers ache more than any other Game Boy title I've ever played. You're constantly adjusting your players' positions, and there's no respite until half-time.

Past incarnations have also included a standard two-player option, but this version requires two Game Boys, two carts and a link cable to achieve the same result. This is a lot of fuss, especially when you consider that Game Boy players are, in general, a solitary breed who probably wouldn't mind playing footy on their own anyway. It's a shame, though, because as with most sport sims, the two-player game is where it's all at.

Sensible Soccer's simplistic graphics do little to enhance the game's appeal. The programmers could at least have shaded the grass a little to give you a better idea of where you are on the pitch.

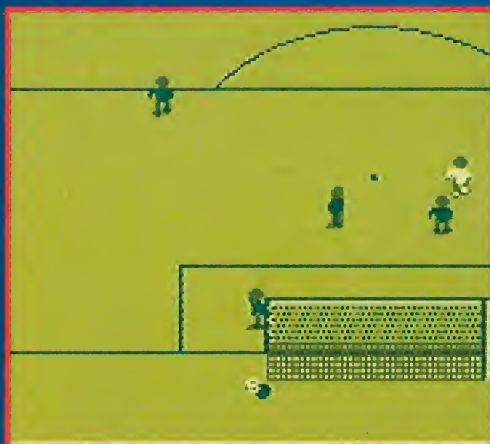
GOALS
Classic football gameplay, with nice controls and plenty of options for you to mess around with

FOULS
The graphics are bland, there's some nasty blur, and you get very sore fingers after a while



It's a corner. Cross the ball in front of the net and wait for someone to nut the thing into the net. Now, that's football!

Your free kick could mean the difference between victory and defeat, so swerve it like a banana.



Ack! Just missed a cracking shot from the penalty area!



Kick-off! So what's next, eh? A sprint up the touchline? Or a nice cup of tea?

That said, it plays a decent game of soccer, is reasonably good fun and should keep die-hard football fans happy. It could have been better, though.

FRANK

T!

Sensible Soccer

Looks ■■■■■■■■■■

• Good sprites, but the pitch just looks like a load of random lines and circles

Sounds ■■■■■■■■■■

• Some tunes, whistle samples and a sort of 'poot' for the sound of boot on ball

Gameplay ■■■■■■■■■■

• It's great in two-player mode, but it could prove very tiresome for loners

Lifespan ■■■■■■■■■■

• Again, limited for solo players, but the two-player game will keep you going

The bottom line

"A difficult game to do on the Game Boy, and the results aren't that impressive. It's a brave attempt, though, and despite its flaws it's by no means dreadful"

■ Levels Leagues
■ Difficulty Hard
■ Continues None
■ Release date ... January

Final score
70%

SOCCER

TOTAL! Playing **TACTIX** soccer – the Sensible way

Winning in Sensible Soccer is easy if you know how. It's a shame that Scotland and England couldn't master skills like these for their World Cup qualifiers.



You have a far greater chance of scoring if you boot the ball diagonally and swerve it slightly. The goalie is easily fooled by this type of shot and it leaves gaps in the opposition's defence.

Straight shots are best accompanied by massive swerves (using the game's after-touch facility, of course). It's always best to chase the ball just in case it rebounds off the goalie's hands.



Constant passing prevents the opposing team from gaining possession of the ball. Apart from the obvious advantages, this lets you play the game at your own pace.

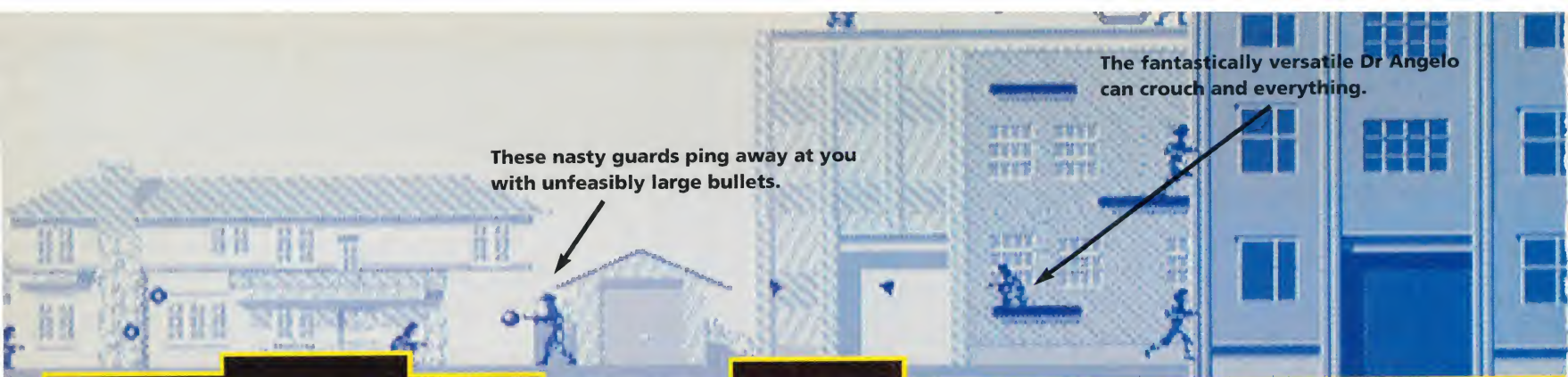


The World's **first** 64bit game review

EDGE

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The fantastically versatile Dr Angelo can crouch and everything.

These nasty guards ping away at you with unfeasibly large bullets.



James Binns trims the edges and mows down just about everything except his lawn.

Virtual reality on the Game Boy. Yeah, right. Months before Wild Palms hit our TV screens, The Lawnmower Man movie was wowing audiences with its fantastic VR sequences, which told the story of Jobe, a simple gardener turned cyberspace god. Ideal stuff for a video game you might think – and indeed, the SNES version (reviewed in last month's TOTAL) was an enjoyable, if flawed, title. But can the Game Boy handle the likes of The Lawnmower Man?



This racing sub-game looks a bit like the old arcade game Spy Hunter, but plays dreadfully. Padding, that's all it is. Padding.

The game's plot is all over the place, which is hardly surprising considering it's based on a mish-mash of both the original film and its, as yet, incomplete sequel – the predictably named, Lawnmower Man 2.

You play Dr Angelo, a good guy whose mission – should you choose to accept it – is to get Jobe back under control. The game takes the form of loads of sub-games, the quality of these vary wildly and while some of them are good enough to warrant the price of the cart alone, others are completely worthless. The gameplay is completely linear, however, so don't expect too many surprises after your initial attempt.

The early levels have you scampering around some ropery scrolling platforms. 'Uh-oh,' you think, 'another tragically wasted licence.' Levelling your gun, you ping away at armed soldiers, men with jetpacs, bouncing monkeys, guard dogs and even a surreal gas-pump boss – but none of this blasted action

really helps you to overcome the nagging sensation that this is simply a tiresome way of losing a couple of your lives.

But all is not lost. There are, after all, those glorious 3D VR sections, which you reach by shooting and entering the rotating, hexagonal portals. These 3D sections incorporate some of the most impressive graphics I've ever seen on a Game Boy. You rush headlong into a tortuous course of obstacles and gaps – duckin' and a-divin', wheelin' and a-dealin' – it's great, even though you haven't got any way of braking.

The other sub-games include a 3D Space Harrier style shoot 'em up, a brain-bashing logic puzzle where you have to complete patterns, a 3D shoot 'em cum dodge 'em up in a tunnel, and a scrolling car-chase type sequence.

Graphically, the game has a lot to offer, particularly during the 3D sections. These'd make an excellent game by themselves, and would've saved

LAWNS
Some great graphics and more gameplaying variety than you would think possible. Nice one

LAWNMOWER

TOTAL gets in bed with MENSA

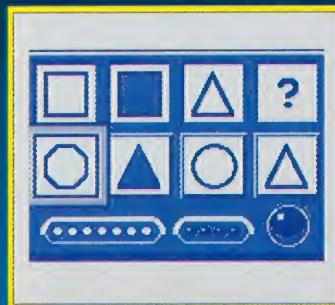
If you fancy yourself as a bit of an egg-head then you'll probably get off on this cerebral section. It's a little too short and perhaps a touch too fast to be really enjoyable, though. It's all about completing the sequences, y'see...



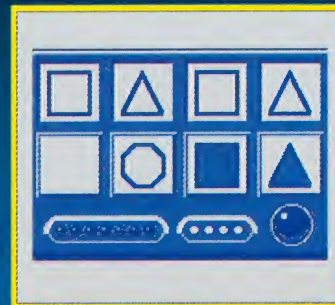
This one's easy. It's the dark triangle of course.



Bit trickier this one. Especially as I only have ten fingers.



I reckon it was 14. What another one! Erm, hold on.



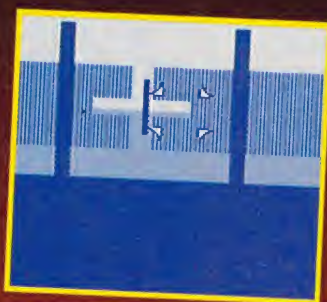
It was the dark triangle again. My brain's starting to hurt!

Shoot this and a power-up appears which will give you a double shooter.

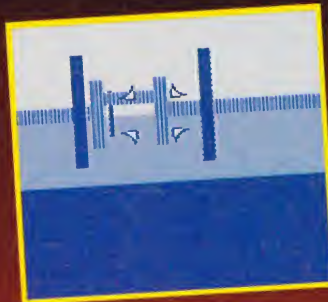
These jetpac dudes are a complete pain. Stay still when taking them on.



Imagine all this rushing towards you very fast...



Very, very fast. Mere still pics can't do justice to it...



When I say fast I mean fast. No nonsense, matey.

all that tedious mucking about on the platforms. The in-game music is fine, but you can, if you like, switch it off without losing the FX, which is a pretty neat touch.

So, is it virtual reality on the Game Boy? Well, they've produced a damn fine game with loads of bits from the film.

YAWNS
Spoilt by some tatty sub-games and utterly linear gameplay. It would've worked better as just a 3D shooter

The 3D sequences really are amazingly fast, and although the playing area of the Lawnmower Man is actually quite limited, it can't be beaten for sheer variety of gameplay. Okay, so it's not exactly virtual reality, but it's definitely the closest thing you can find on a dot matrix screen which offers four tones of grey. **JAMES T!**

Lawnmower man

Looks

Some of it's a bit dodgy, but most of it looks brilliant, especially the 3D sections

Sounds

Good tunes and effects. You can turn the music off, a feature frequently neglected

Gameplay

Would've scored higher if the platform sections weren't just a sudden death affair

Lifespan

It's tricky to complete, but samey, so don't expect to keep coming back to it

The bottom line

"A good title, which includes some fantastic, ground-breaking 3D wizardry. Unfortunately, there's a number of diabolically tatty sub-games hiding in there too"

■ Levels Loads
■ Difficulty Hard
■ Continues None
■ Release date December

Final score

85%

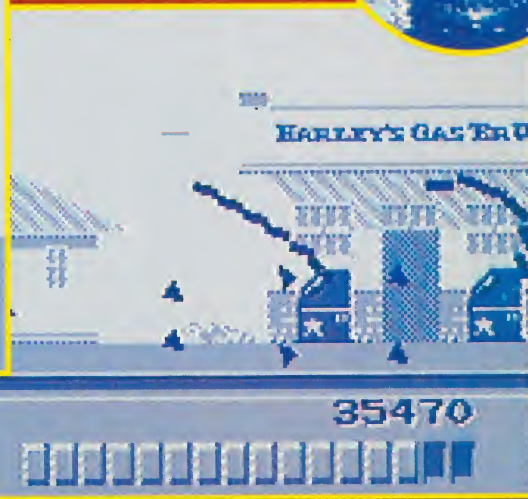
This petrol pump boss guards a VR portal. Keep firing, keep your distance and keep an eye out for those petrol projectiles!



This 3D data tunnel section zooms at you, with shooting bad guys and a race track!

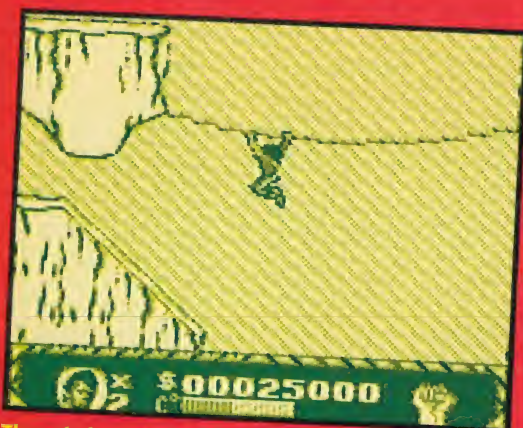


Shoot the gimp's face enough times and it will disappear, enabling you to get on with shooting the hexagonal portals.



CLIFFHANGER

For Game Boy (1 player) From Sony Imagesoft Price £25



There's just no end to the fun you can have in this game. Look, you can hang on ropes over chasms and everything. Hmm.



Dane takes a Sly look at the latest movie tie-in - then promptly jumps off the nearest cliff.

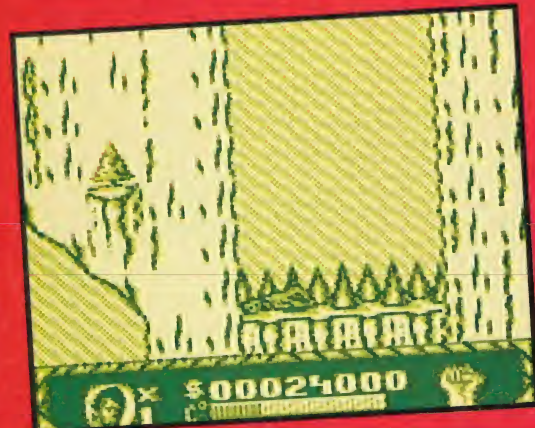
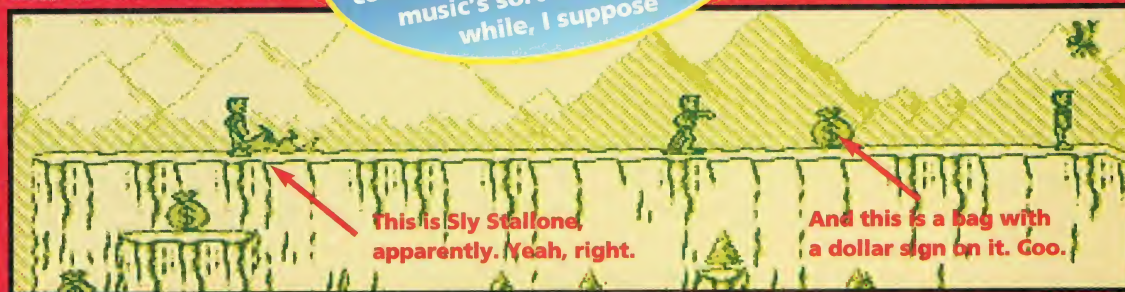
Oh, good, another film licence for the Game Boy. And what film is it, eh? A classic, like Alien? Or Reservoir Dogs? No, it's that sad Sylvester Stallone film which no one went to see cos they knew it would be crap.

CLIFFS
I did spot something somewhere... Was it the graphics? No, couldn't have been. Ah, yes, the music's sort of okay for a while, I suppose

And in that respect, at least, this is a faithful conversion, because it's crap too. Let me describe it in detail - don't worry, it won't take long.

You play Sly, who trundles from left to right across icy platforms, jumping over the odd set of spikes on the way. The enemies, such as they are, consist of birds and dogs (or are they wolves?), who rush up and attack before you even know they're there. Real sporting, huh?

Later on it really becomes exciting, as you occasionally get to shimmy across a chasm on a rope or



You can also die on spikes like these, possibly as a result of hanging on ropes, as mentioned above. Hmm again.

LAST ACTION HERO



Dane used to fancy Arnold Schwarzenegger. Until she met Frank. Now she fancies Sylvester Stallone instead.

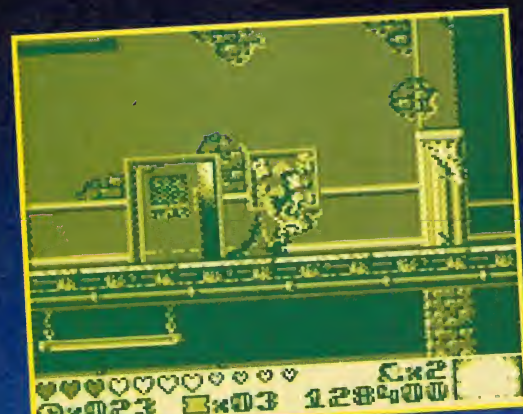
For Game Boy (1 player) From Sony Imagesoft Price £25

Ever get a feeling of déjà vu? Like Cliffhanger (see above), this is another platformer based on a duff film with a muscle-brained geez in the leading role. And get this: it's even made by the same company. Fortunately,

LAH - as it's known to its few friends - isn't as boring as Cliffhanger, but it's no masterpiece either.

As you'd expect, it's up to you to guide the pixellated Arnie through a series of perilous levels, beating up bad guys and jumping about a bit

ACTIONS
Reasonably hefty graphics with a few detailed backgrounds. The levels are big and there's lots of variety



Arnie has a remarkable talent for being able to blend into any background. See?



He's also very good at the soft-shoe shuffle. Shame he earns his whack as an 'actor'.



Arnie punches a bloke in the mush for no apparent reason, as is his wont.

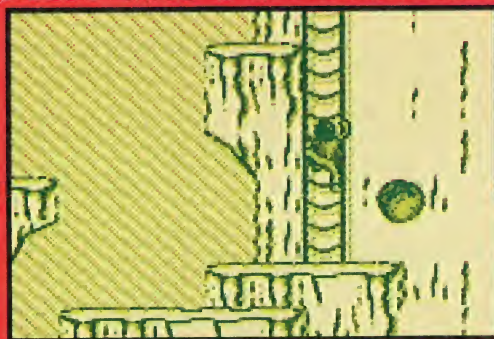


The plane crashes in the high crags of the Rocky Mountains but the terrorists survive.

even – wait for it – climb up a few ladders while dodging rock-falls. Honestly, it's just one big non-stop bundle of fun.

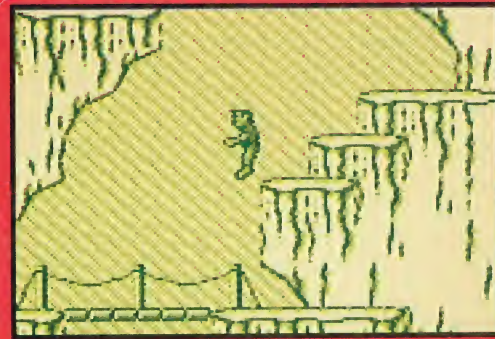
Okay, so I'm lying. It's blimmin' awful. Take the world's most bog-standard platformer, remove its graphics and replace 'em with a

STIFFS
Graphics, gameplay, collision detection, lastability, value for money – it would have been nice if even one of these was in here



Erm... There are some ladders later on. And rocks. And more flamin' tedious climbing.

few simple line drawings and a main sprite which doesn't even run. Put in screen after screen of tedious jumps and ridiculous enemies. Make the collision detection dodgy enough to ensure the player has to keep restarting



Have you ever read Catch 22? Great book. Bit odd, but great. Can I go now, please?

the level after one particular jump, because the computer doesn't detect that he's landed safely. Finally, add some screechy music, and there you have it: Cliffhanger, a masterpiece of mediocrity.

DANE

T!

Cliffhanger

Looks

Primitive snowscapes, and Sly's sprite always bumbles along at the same speed

Sounds

The music's bearable, but not much else is going on in the sonics department

Gameplay

Same old stuff again. If only there was some spark of originality here...

Lifespan

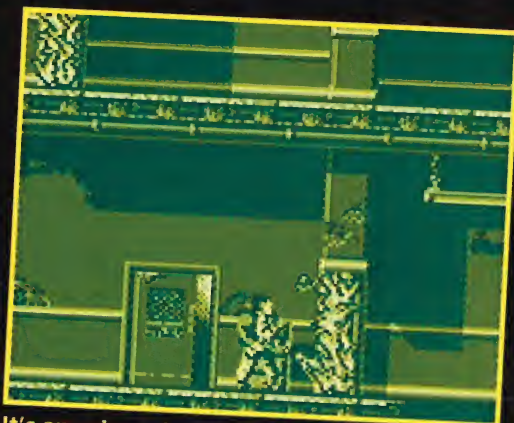
Assuming you were daft enough to buy it, I'd say two hours would cover it

The bottom line

"A film licence without a shred of originality or excitement. Rent the video when it comes out – it's much cheaper and a helluva lot more entertaining. And that's saying something"

■ Levels Lots
■ Difficulty Medium
■ Continues 3
■ Release date Out now

Final score
38%



It's amazing what you can get for a few bits of paper. Like this lovely fire extinguisher.

as you go. You're assisted in this by what look suspiciously like bits of paper falling from the top of the screen. Collect enough of these and you get a power-up to help you past a particular obstacle.

Trying to kill the baddies is very frustrating. They've got guns and you haven't, y'see. So you

have to attempt to sneak up and kick or punch 'em to death. Unfortunately, if you get too close they tend to fight back, and judging just how far you can go without them detecting you is extremely tricky. It's

usually you who ends up on the receiving end of a fatal barrage of punches.

Like Cliffhanger, this is crap. Although the graphics are stylish, it's just too annoying to be good fun.

DANE

T!

Last Action Hero

Looks

The main sprite moves quite well, but he doesn't really look like Arnie

Sounds

A decidedly minimalist tune and the usual scruffy spot effects, I'm afraid

Gameplay

Exactly the same as every other platform game you've ever played. Ah, well

Lifespan

If you find the fighting challenging rather than just annoying, you might stick with it

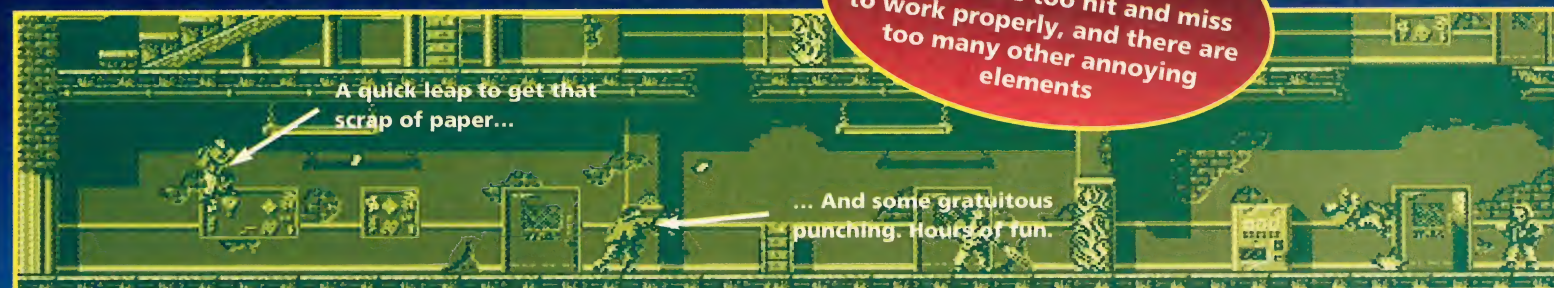
The bottom line

"Well, we're not exactly talking Hamlet here, or even Terminator, for that matter, but Last Action Hero has got just about enough to save it from being utter drivel. Just"

■ Levels Lots
■ Difficulty Tough
■ Continues 3
■ Release date Out now

Final score
59%

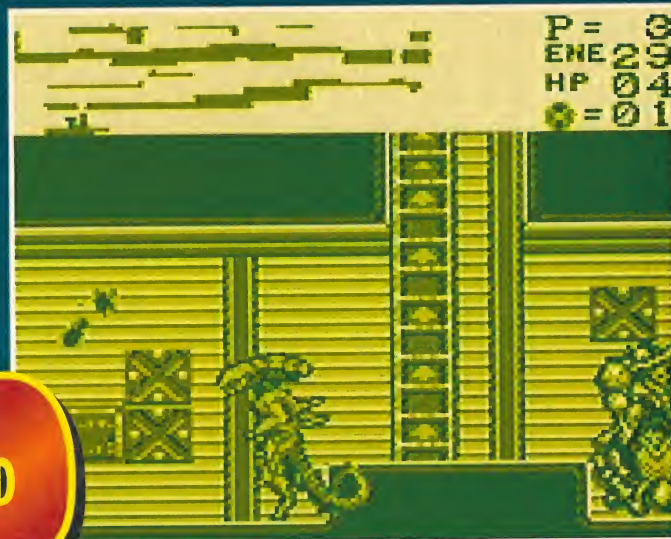
TRACTIONS
The combat's too hit and miss to work properly, and there are too many other annoying elements



A quick leap to get that scrap of paper...

... And some gratuitous punching. Hours of fun.

ALIEN VS PREDATOR



They needed to invent a new kind of alien after it was discovered that the Daleks had one fundamental weakness. They were beaten not by advanced guns, but by a mere staircase.

For Game Boy (1 player)

From Activision

Price £25



The only Predator Dane's ever been scared of is Frank after a one too many shandies.

Alien Vs Predator. Even the very name conjures up images of a huge explosive battle between the two big-screen xenomorphs. Everyone knows the Alien would win, of course. Well, the film took more at the box office, didn't it?

Anyway, you're the wimpy old Predator and you have to escape the platform based Alien nest, preferably by wasting as many of the acid-slinging scumbags as you can. Along the way you'll also come face to face with the queen. She won't be offering you a knight-hood, though, more like a spiked tail through the gullet. (*Sounds like the curry I had last night - Frank.*)

PREDATORS
Instantly recognisable graphics and lots of big levels to get to grips with

You're equipped with all the Predator's accessories including the three-dot laser cannons and lethal throwing disk. Sadly, this awe-inspiring arsenal has a limited effectiveness against the nippy little face-hugers.

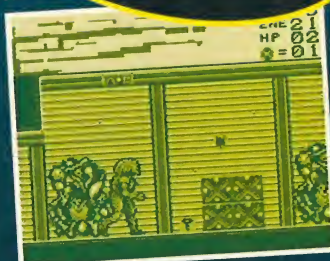
The Aliens, you see, have a tendency to attack you before you even know they're there.

This slight graphical hitch is the only real problem with Alien Vs Predator. It's a fine platform shoot-em-up, neatly

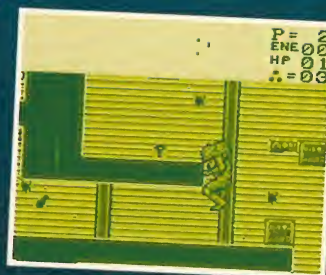
CREDITORS
It's frustratingly tough at times and the gameplay lacks variety

wrapped around the two most famous aliens in cinematic history. True, the levels and gameplay aren't particularly varied, but with a measly three lives and no continues Alien Vs Predator should give even seasoned gamers a helluva tough challenge. When compared to its weak SNES counterpart this Game Boy version looks a fine game, and in many ways it is. There are better platform blasters around, but this still rates up there with the best of the rest thanks to its star characters and heaps of playability. A cracking little game.

DANE T!



If I don't look at those Aliens, perhaps they won't see me. Perhaps.



Ah-ha! This must be a very old trap left over from the terrible Dalek days.



You aliens may be tough, and full of acid and stuff, but if you can't crawl under here to get me then you're knackered, aren't ya?



Either the Aliens have got appalling memories, or the arrows on that ladder are to help their 'guests' find the centre of their nest.

Alien Vs Predator

Looks [Progress bar]

• Smoothly detailed graphics and some satisfying animation. Not bad at all

Sounds [Progress bar]

• No music to speak of, and some of the sound effects are very disappointing

Gameplay [Progress bar]

• Not exactly varied, but it's surprisingly addictive once you get into it

Lifespan [Progress bar]

• The sheer size of the levels and strength of the Aliens guarantees a long life

The bottom line

"After all the hassle with the SNES version this is a pleasant surprise. It's a playable and quite addictive game. There are a few problems, but you could do a lot worse"

■ Levels Lots
■ Difficulty Medium
■ Continues None
■ Release date Out now

Final score

79%



WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad (*also pictured*). Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. **IT'S HOW TO WIN.**



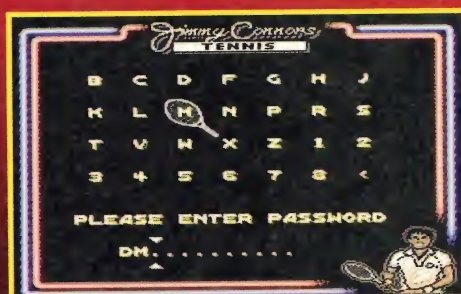
The asciiPad.
Small size. Big punch.

Why are we waiting, why-y are we waiting?

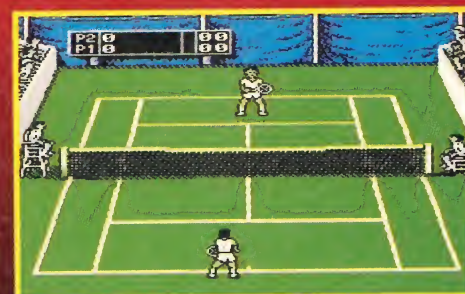
One of the most annoying things about Jimmy Connors Tennis is the rigmarole you have to go through before you even get to play a shot. I bet Andre Agassi never has all this trouble at Wimbledon. Bloomin' outrageous, that's what it is.



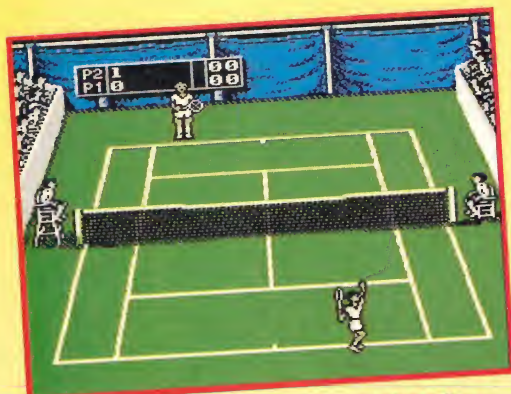
No, I do not want to practise. I'm a top tennis star. Just get on with it.



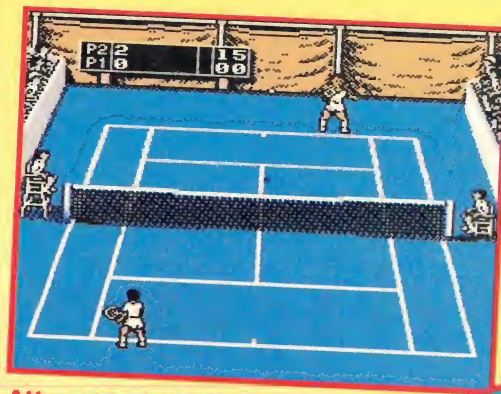
Do you really need to know who I am every time I play this game?



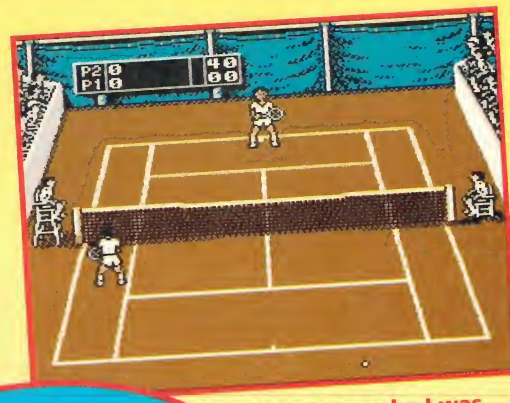
Here we go. About time, too. Do your worst. Oh, you did. Was that ball in?



Watch the expression on this bloke's face when I serve an ace.



Attempt to fool your opponent by hitting the ball to him.



For NES (1-2 players) From Ubi Soft Price £30



Unfortunately, Dane refused to put on a short, white skirt and a pair of skimpy knickers to play Jimmy Connors Tennis, despite our increasingly desperate attempts to persuade her.

Right, let's read the instructions first. 'When your player is correctly positioned to hit the ball, press one of the stroke buttons. The player will stop running and get ready for the stroke. Release the button to hit the ball...'

Well, that sounds simple enough. Except that button A gives a 'normal' stroke while B gives a 'powerful' one. And to alter the ball's direction, you have

SMASHES
A fast, fluid and flicker-free tennis game with a versatile control system and a range of skill levels

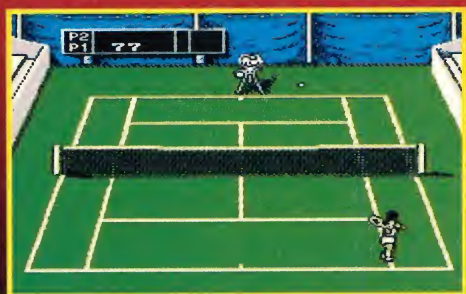
TRASHES
More a war of attrition than a sport. It's easy to keep a rally going but almost impossible to finish it

Okay, so maybe I was ever so slightly out of position for that shot.

to hold left or right after pressing A or B. Oh, and the length of time you keep the button pressed affects the shot's angle and power. Not forgetting that pushing up or down controls its depth. How you're meant to work this out while the ball's hurtling at 200mph towards a bit of the court you haven't even got to yet, I don't know.

But although the control method sounds like a set of instructions for a hyperactive

JIMMY



Mmm... Maybe I will practise a little bit after all. About a year should do it.



Hang on a minute – why are there no women in this game? Bit sexist, isn't it?

hyperactive octopus, after a few hours it starts to make sense. Believe it or not, it is possible to control your shots in the fractions of a second available.

But that's only half the battle. The other half is not making mistakes. There are three skill levels, but even Beginner level is tough – mainly cos your opponent doesn't make as many mistakes as you. To have any fun, you really need to play another human (at least you're both pretty crap).

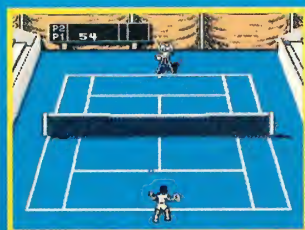
JCT is fast and nice-looking, and the control method works well once you've mastered it, but you need stupid amounts of skill or practice to get anywhere. A good try, but it needs more excitement.

DANE

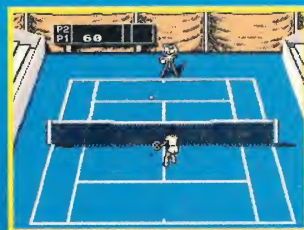


Rage against the machine (practice makes perfect)

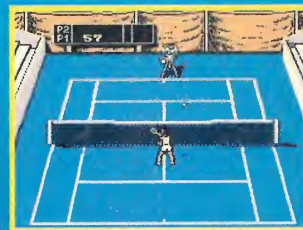
Playing against the serving machine is easy because it never makes any attempt to return your balls (being a serving machine, you see). You're supposed to use it to practise your shots and hone your skills.



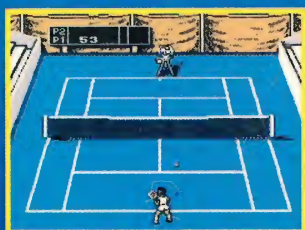
To play a backhand drive, just stand in the right place and hit the ball. Easy when you know how.



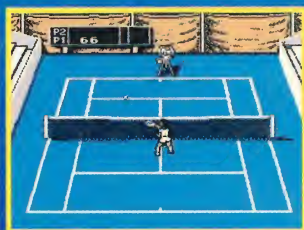
This'll fool 'em. Get up to the net and apply a thick dose of backspin and push left for a neat drop shot.



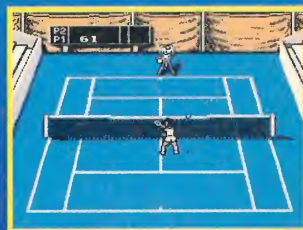
You play forehand or backhand depending on which way you aim the ball. Neat system.



The good old forehand drive never lets you down. Push right after building up to maximum power.



A great shot if you can pull it off. Up to the net, medium power, push left and up for topspin.



This machine is easy to play against. It's just a pity your human opponents move. And can see.

Jimmy Connors Tennis

Looks

- One tennis court looks much like another, but it's fast, with well-animated sprites

Sounds

- A jingly tune and assorted pings and bongs instead of proper sound effects

Gameplay

- A bit mixed. An oddly intelligent control method combined with numbing tedium

Lifespan

- Tennis nutters might stick with it, but the rest of us will soon give it up as a bad job

The bottom line

"A good attempt at a tennis sim, but what really lets it down is the amount of skill you need to beat the computer – are you really going to play it long enough to get good at it?"

- LevelsLots of venues
- Difficulty3 levels
- ContinuesNone
- Release dateOut now

Final score

62%

get **the** inside story

On Nintendo and how they fought their way to the top of the video game heap. How they made their mark. Who's in charge. Their plans for the future. All in our free covermounted book.

On the Bitmap Brothers' *Chaos Engine* and how they bought the classic game to consoles.

On the new 'wonder' machines. Can the 3DO and Jaguar topple the Super Nintendo?

On *Cool Spot*, *Sensible Soccer*, *F1 Pole Position*, *Aladdin*, *Flashback*, *Turtles Tournament Fighters*, *Daffy Duck*...

Game Zone really is that little bit better informed. The only question is: are you?



**on sale
NOW**

TOTAL!

TACTIX

A bumper seasonal offering of hints, tips and cheats for all your favourite Super NES, Game Boy and NES games (and a few you can't stand as well).

JIMMY CONNORS TENNIS



To start February with 1005 points (normally you start with only 100), enter the following code (the '*' symbol is the tennis ball).

V10Z GTD4 C*WS
Z5HF BFCO B8BO
BHB7 BNB8 BCHG

Thanks to **Richard Beckett** from Wigginton, York.

THE ADDAMS FAMILY



Jonathan Holmes from Hornchurch, Essex has sent in

the code to end all codes for this slick adventure game. On the password screen, enter **BLH6N**. This will get you 99 lives, five hearts and Pugsley, Granny, Fester and Wednesday saved, leaving only Morticia to be rescued.



The Addams Family spend a day at the municipal swimming baths. Remember: no diving, no pushing, no petting, and no being weird.

KIRBY'S DREAM LAND



This game is way too easy, so to make it harder, push **UP**, **SELECT** and **A** at the same time on the title screen. The words **EXTRA GAME** will appear, and when you press **START** you'll have a harder game. If the game is now too hard, press **DOWN**, **SELECT** and **B** at the same time to get a sound test, more lives and more energy. Thanks to **Ian Chan** from Scotland.

KRUSTY'S SUPER FUN HOUSE



Here's a few level codes to make Krusty's more fun.

Level 2: **SKINNER**
Level 3: **SCRATCHY**
Level 4: **BARTDUDE**
Level 5: **BOUVIER**

Thanks to the dude, **James Godenough** from Surrey.

BLUE SHADOW



To get a level select on this slick platform hack 'em up, wait for the player select screen, then press **A** 12 times. You'll hear an unusual sound. Now hold down a selection of **A** and **B** on both or just one of the controllers and you'll be able to choose which stage you start on. Using this stage select cheat, you can also become invincible. Enter your stage select, then add **DOWN**

on controller 2 to the button combination. Many thanks to **Robert Skipper** from Portsmouth.



A young man dressed in purple and white does his very best impersonation of the Funky Gibbon from The Goodies.

SOLOMON'S CLUB



Arjan Mensch has sent in a ton of cheats, all the way from Holland, for this stunning Game Boy puzzle game.

Level 1

Room 01: **?JJJJJ**
Room 02: **4KJBJJJJ**
Room 03: **8KJDJJJJ**
Room 04: **JKJHJJJJ**
Room 05: **OKJSJJJJ**
Room 06: **OKJYJJJJ**
Room 07: **MKBYJJJJ**
Room 08: **2HDYJJJJ**
Room 09: **THHYJJJJ**
Room 10: **MHSYJJJJ**

Level 2

Room 01: **GDJJJJ**
Room 02: **2DKJBJJJ**
Room 03: **6DKJDJJJ**
Room 04: **XDKJHJJJ**
Room 05: **RDKJSJJJ**

Room 06: **RDKJYJJJ**
Room 07: **?DKBYJJJ**
Room 08: **0DDHYJJJ**
Room 09: **8DHHYJJJ**
Room 10: **?DHSYJJJ**

Level 3

Room 01: **KDDJJJ**
Room 02: **0DDKJBJJ**
Room 03: **4DDKJDJJ**
Room 04: **VDDKJHJJ**
Room 05: **QDDKJSJJ**
Room 06: **QDDKJYJJ**
Room 07: **GDDKBYJJ**
Room 08: **RDDHDYJJ**
Room 09: **6DDHHYJJ**
Room 10: **6DDHHYJJ**

Level 4

Room 01: **CDDDDJ**
Room 02: **RDDDKJB**
Room 03: **2DDDKJB**
Room 04: **TDDDKJH**
Room 05: **MDDDKJS**
Room 06: **MDDDKJY**
Room 07: **FDDDKBY**
Room 08: **QDDDDHY**
Room 09: **4DDDDHY**
Room 10: **FDDDDSY**

Level 5

Room 01: **BDDDDJ**
Room 02: **QDDDDKB**
Room 03: **0DDDDKD**
Room 04: **8DDDDKH**
Room 05: **?DDDDKS**
Room 06: **?DDDDKJY**
Room 07: **CDDDDKBY**
Room 08: **MDDDDHDY**
Room 09: **2DDDDHHY**
Room 10: **CDDDDHSY**

Level Solomon

Room 01: **XDDDDD**

After this you're on your own, cos there are no more codes.

PROBOTECTOR



This version of classic arcade game Contra can get pretty tough, so we bet you could use 30 extra lives. On the title screen, press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, A, B**, and you should be all set to kick butt. Thanks to **Gregory Edward** from Glasgow.

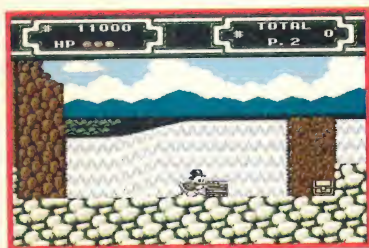


Phwoar, would you look at the privet hedges on that!

DUCK TALES



If you want to get some extra energy on the moon, go to the room with the remote control, jump on the top-alien and press **UP**. Cheers to **Sam Cohen** from London.



Warning: this screenshot has absolutely no connection with the tip. But it includes a smart duck sprite and nice clouds.

MORTAL KOMBAT



Cower no more – here are the Mortal Kombat death moves.

KANO When close to your opponent, press **DOWN** twice, diagonally **DOWN** and **RIGHT** and then use a low punch.

JOHNNY CAGE Press **RIGHT**, **RIGHT**, **RIGHT**, low punch.

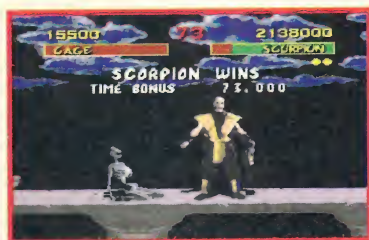
SONYA Press **RIGHT**, **RIGHT**, **LEFT**, then block.

RAIDEN Press **RIGHT**, **RIGHT**, **LEFT**, **LEFT**, **LEFT**, high punch.

SUB ZERO Press **RIGHT**, **DOWN**, **RIGHT**, high punch.

SCORPION Keep pressing block and then press **UP** twice.

LIU KANG Turn 360° with the joystick (away from your opponent). Respect to **Filip Stevens**, Belgium.



Mortal Crum-Bait. Over-rated, over-priced and over here. Tuff nuts should stick to **SFII Turbo**.

PIPE DREAM



Mark McConnell, from Northern Ireland, has sent in codes for this Game Boy puzzle classic. Cheers, pal.

Level 2: **HAHA**

Level 3: **GNIN**

Level 4: **REAP**

Level 5: **SEED**

Level 6: **GROW**

Level 7: **TALL**

Level 8: **YALI**

BUBSY



Jean-Baptiste Meunier from Belgium has been playing

Bubsy for ages and has this tip. To get a continue in Chapter 1, go to the end, but don't touch the big ball of yarn. Go back, and on one of the roofs you'll find a continue.

Jean-Baptiste also sent passwords for these chapters. Ta.

Chapter 4: **MKBRLN**

Chapter 10: **MSFCTS**

Chapter 13: **TGRTVN**

STRIKER



Brendan Maguire from Essex has figured out how to play the Elite or Rage squads on Striker – nice one, son, over here, on me 'ead, etc. All you have to do is win the Super Cup with any team and then enter the Mini-League. Start playing and then quit the match immediately after kick-off. Go to the edit team screens and the two great teams are ready to go. Kickin' cheat, **Brendan!**



A shrewd offensive move sends the ball right into the middle of nowhere. Nice one, Graham!

ROAD RUNNER



To start off with 75 lives, press and hold **LEFT**, **SELECT**, **R**, **Y** and **START** on the title screen. Keep these buttons held down until a screen displaying the usual 'Zippity Splat' motto appears. Then press **X** as well. Thanks to **Daniel Lynch** from London for that. Meep-meep! Or words to that effect.

GOLF



This cheat for people in silly shoes was sent in by **John Lloyd** from Derby. To do the cheat, get to the title screen, then press **DOWN**, **DOWN** and **START**. This will take you to a training screen. Press **UP** and **DOWN** to select the

course and **LEFT** and **RIGHT** to select the hole. You can take those checked trousers off now.

ELITE



Which Space isn't a question – it's the place in Elite where the Thargoids hang out. Well, you live and learn. If you want to get there every time, exit a space station, plot a course to anywhere and then press **B** and **DOWN**. Hold them down until you make it. Thanks to **Duncan MacGruer** from Edinburgh.

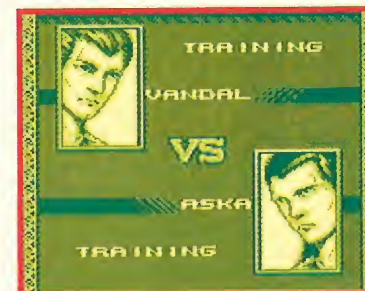


Don't mess with me, you young rascal. Back in '86 I was the elite of the elite, I'll have you know.

RAGING FIGHTER



If you fancy controlling the same character as you're fighting, follow this tip from **Timothy Cope** in Stockport, Cheshire. On the title screen, press **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B** and **A**. You'll now hear a 'ping' noise. Select one player then practice mode and you'll be faced with an identical opponent, coloured black so you can tell him apart. Thanks, Tim.



Here we have two terrifyingly dangerous Kray lookalikes with silly names (who, by coincidence, go to the same barber).

TURTLES: FALL OF THE FOOT CLAN



If you find yourself in a bit of a jam with this game, you can get an energy top-up by pausing the game and pressing **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B**, **A** and **START**. Take care, though, as you can only use it

once per game. We've also got a gnarly level select which allows you to choose any bonus game. On the stage select screen, press **A**, **B** and **SELECT** simultaneously. A question mark should appear. Select this and you're sorted. That was from West Midlands boy **Matthew Jeavens**.

SUPER EDF



If you fancy a dose of invincibility, start to play level 1, then pause and press **A**, **B**, **X**, **Y**, **L**, **R**, **UP**, **DOWN**, **LEFT** and **RIGHT**. Unpause and that's it. You're invincible and the game isn't any fun any more. Thanks to **Mark McConnell** from Northern Ireland for spoiling that one for us!



Make Super EDF absurdly easy with our invincibility cheat.

NEMESIS



If you want to be as hard as nails on this class shooter, look no further. Pause the game, then press **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B**, **A**, **B** and **A** for a full power-up (excluding speed). If it's a speed-up and a force field you're after, pause and type **B**, **B**, **B**, **B**, **B**, **A**, **A**, **A**, **A** and **A**. Finally, **UP**, **RIGHT**, **DOWN**, **LEFT**, **UP**, **RIGHT**, **DOWN**, **LEFT** will get you a smart bomb. Thanks again to **Matthew Jeavens**.



Power up your ship with our Nemesis cheats.

MEGA MAN 3



Betcha you could use nine energy canisters, eh? Enter the password **A6** in any colour and then canisters are all yours. Cheers to **John Sperry** from Bracknell for that one.

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SUPER MARIO BROS. 3

For SNES/NES (1-2 players) From Nintendo Price £45

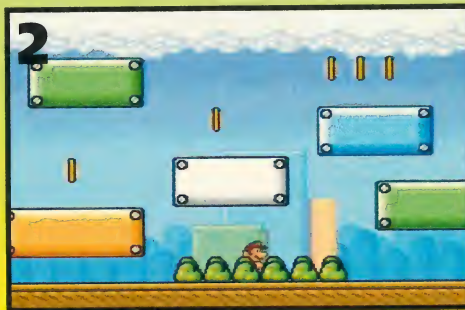


So, you've cracked some of the games, but Super Mario 3 remains unsolved? Well, fear not, this tips fest will see you through...

THE WHISTLE-STOP TOUR

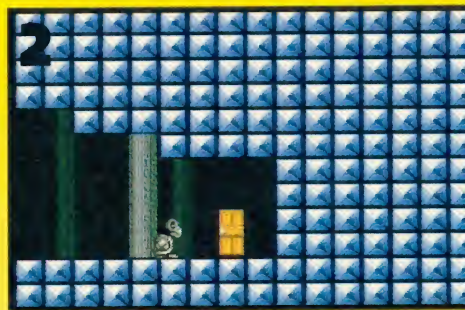
First things first, eh? If you want to finish the game you need to be able to warp. And in order to warp you have to collect the whistles. There are three whistles hidden in the game, the first one'll enable you to warp between the first and fourth levels, the second will let you select any level between 5 and 7, and the third one'll warp you to level 8. Interested? Well, this is how you get 'em...

WHISTLE ONE - WORLD 1-3



This is by far the easiest whistle to get – yes, they do get harder from here on in. Towards the end of this level you'll see five platforms (they're the green, white and light blue ones). Jump onto the white one and crouch down (1). After a few seconds you'll fall through the platform and land behind the scenery (2). From here run right to the end of the level, but be careful, you can still be hit by your enemies. When you reach the end of the level you'll enter a secret mushroom house where you'll be given the whistle (3).

WHISTLE TWO - WORLD 1 - THE BOOM BOOM HOUSE



Not long after you've got the first whistle you come across the second one in the Boom Boom house. There's actually a bit of a difference here between the old NES version and the new Super NES game. On the old game you could spot the area you needed to visit because it had three church windows in the background. These have been taken out of the SNES version, but providing you memorise this screenshot you shouldn't have too much trouble finding it (1).

You need the Raccoon flying ability here, but if you're already Super Mario, you can get it from this block. Once you've sorted out your flying status, jump on the Dry Bones Turtle, then run to the end of the corridor, but don't go in the door. Run back and then fly up. Carry on up, then when you reach the top, go right as far as you can (2), then press down. You'll enter a room with a chest in it (3). Open it up and you'll get the second whistle.

WHISTLE THREE - WORLD 2 - THE HAMMER BROTHERS



It takes a while to reach the two Hammer Brothers on this level, but when you've defeated them you'll receive a hammer. Once you've got it, go to the top right corner of the map and use the hammer to open the new map section (1 & 2). You have to fight the Hammer Brothers again to get the whistle, but you've done that once already so it shouldn't be a problem (3).

BEATING LEVEL 8

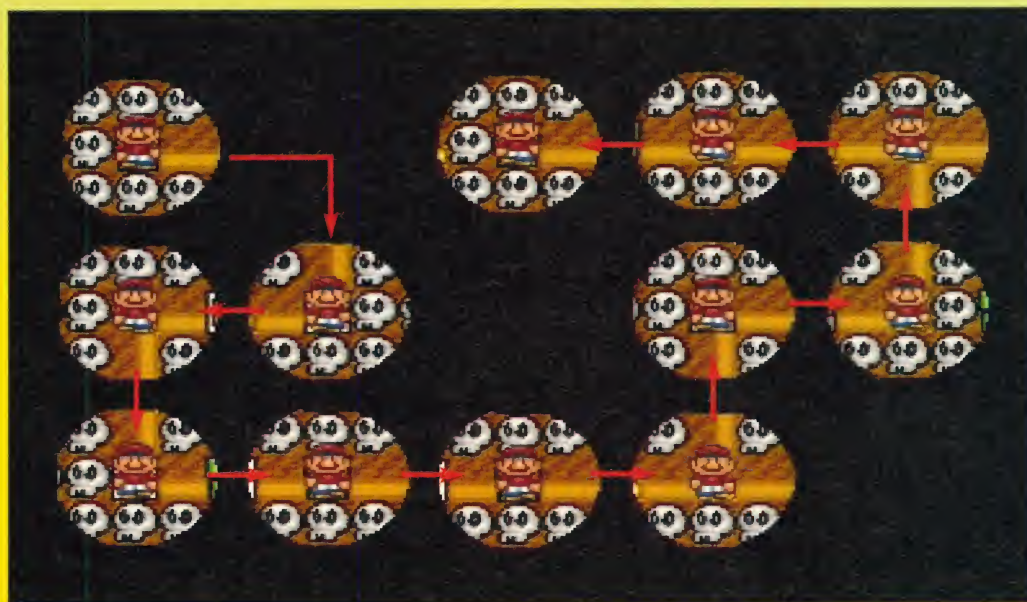
To get through world 8 you really need two P-Wings, but that's easier said than done. You get one from Princess Toadstool at the end of the first level, but how do you get hold of another one without trudging through all the other levels? Well, the easiest way is probably to enter a White Mushroom House. To do this on the first world you need to exit world 1-4 with all 44 coins (see the White Mushroom box on page 97). You can now get hold of the third whistle on world 2 and start on world 8 with two P-Wings. And believe me, you're going to need them.



Rescue the first king and the princess will give a you lovely (and useful) P-Wing.

WORLD 8-1

Here's a little map showing the basic route through level 8 to Bowser's castle.



You've done well to get this far, but you ain't seen nothing yet. Every level from here on in is tough and ruthless. Make sure that you're Raccoon Mario before you enter world 8-1 (you can do this by using one of your newly acquired Super Leaves), then at the start of the level, get up enough speed and take off. Head up to the top left-hand corner and you'll see a P-Switch (1). Hit the switch, then fall down (collecting the coins as you go). Take off again and fly right and up to find the pipe. Go down the pipe and Collect the three 1-Ups by hitting the big question block (2). Then finish the level, there's not much more of it to do, so don't worry about that bit too much.



WORLD 8 THE BEGINNING

World 8 is a bit different from all the others, because you need to get through three other stages before you can start tackling the level proper. The first stage is a tank stage. The whole level is made up of tanks and the quickest, and simplest way of getting through it is to use a P-Wing. Just fly along the top of the screen until you reach the end.

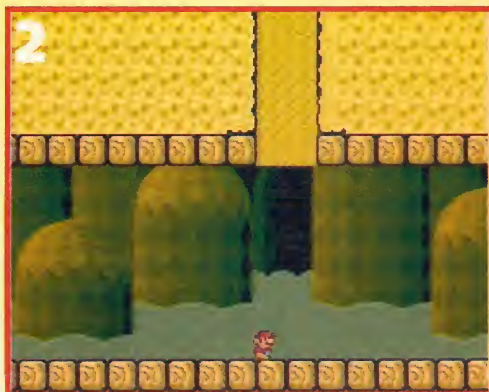
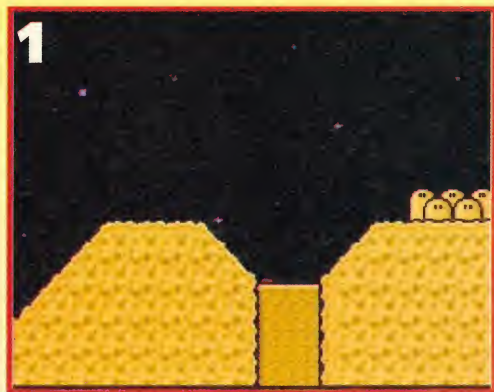
Next up is the battleship stage. This is a bit on the tough side, but don't use your remaining P-Wing here, save it for the next level instead.

The final part of this section is definitely the toughest stage of the entire game. So just use your P-Wing to fly through it. There are two pipes you can use, but only the one on the far right will take you on through the stage. To reach world 8 you must cross the flashing squares, if you don't time it right you'll be grabbed into one of three small, but quite dangerous levels. Make it to the end of these though, and you'll be given a prize (a Super Leaf, which you'll need later on). Get across and go down the pipe at the end – and voilà – you're on world 8.



WORLD 8-2

A nice tricky little level this, with all the usual Mario-style secret bits, we've come to know and love. Start this section by walking straight into the quicksand (1). Allow yourself to sink into it, then wait until you reappear in a corridor (2). If you're small enter the pipe on the left to collect a power-up (usually a Raccoon thingy). Otherwise, head right to collect some coins. Once you've bagged the appropriate goodies, run up the hill – making sure you avoid the spitting flowers – and then down the other side. Then jump on the springy blocks, or fly, to the end of the level.



WORLD 8 BOOM BOOM FORTRESS

You can easily get lost in this fortress, so make sure you follow these screenshots carefully.



Go right from the start and smash the blocks. Then go through the door.



Go right again (minding the conveyor belts) and get the power-up from the block.



Destroy the blocks first before collecting the star from the power-up block.



Run all the way to right, jump down and run to the left to avoid the Thwomp.



Break the first block and hit the other one to reveal the P-Switch. Hit the P-Switch...



... And then enter the door on the far right to get to the end of the fortress.

WORLD 8 TANK LEVEL

There's one more tank level thing between you and Bowser's castle, but it's not really that hard. If you've got a Raccoon suit though, now would be a good time to use it. Simply work your way through it (don't get carried away) and enter the castle.



WORLD 8 BOWSER'S CASTLE

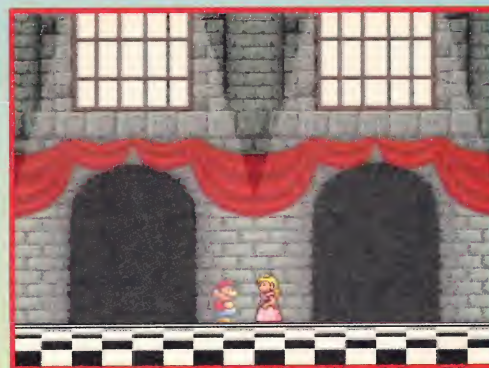
Run past the laser-firing statues (1). Now go up and jump to activate the secret platform (2 & 3). Next, climb over the stairs – avoiding the spinning discs – and pick up the extra life in the top right-hand corner. Climb down the stairs and head right until you reach the middle platform (4). Continue heading right till you meet the Thwomp. Draw it towards you, then jump away. When it moves back to the right follow it and stand on the collapsing block (5). Drop down then, just as you reach the bottom, jump off and head right. Jump across the platforms, avoiding the fireballs. Now go through the door and prepare to fight Bowser.



WORLD 8 DEFEATING BOWSER

You can't hurt Bowser by jumping on him, but don't worry, he'll bring about his own downfall (literally). Avoid his fireballs, then when he jumps towards you, leap out of the way.

Each time Bowser lands he destroys a layer of the floor. Get him to land in the same spot a few times and the floor beneath him will give way altogether, dropping him into oblivion. And that's it, you've finished the game and saved the world (again). What a hero.



THE GOLDEN COIN BOAT

If you're in need of some coins and you don't fancy facing the Hammer Brothers, then the Golden Coin Boat could be just what you're looking for.

If you don't fancy having it out with the Hammer Brothers and you could do with some coins, try getting hold of a Golden Coin Boat. It's a lot of hassle, but not impossible.

What you need to do is finish a level so that the number of coins you've got is 11 times greater than the level number i.e: level 3= 33, level 5= 55 etc.

Then make sure that the penultimate number in your game-score matches the digits which make up the number of coins: So, if you've got 33 coins (1), the penultimate number in your game-score should be 3 (2). And then stop the level timer on an even number (3). The Hammer Brother will now turn into a lovely coin boat.



THE WHITE MUSHROOM HOUSE



The White Mushroom House is full of pleasant surprises. On odd numbered worlds (1, 3, 5 and 7) the chest contains a P-Wing. Where as on even numbered worlds (2, 4, 6 and 8) it contains an anchor.

CONCENTRATION IS THE NAME OF THE GAME

One of the most important bits about Mario 3 is upgrading your power-ups before you enter a level. One of the best ways to do this is to play the bonus Concentration game. This appears on a world every time you score 80,000 points, but unless you've got a photographic memory, the game is a bit on the difficult side. Unless you happen to have the layout of all eight different cards, that is...

Key: F= Flower, S= Star, M= Mushroom, 1=1-up, 10= 10 coins and 20= 20 coins.



F-S-1-F-20-M
10-M-20-1-M-10
S-F-S-M-F-S



1-M-10-M-F-S
M-10-S-20-20-F
S-1-F-M-F-S



F-10-1-F-1-M
S-M-20-S-M-10
S-F-20-M-F-S



F-20-M-S-1-F
1-F-10-M-20-S
M-10-S-M-F-S



M-F-20-F-1-M
20-1-M-10-1-F
S-M-S-M-F-S



M-F-20-M-10-S
F-1-M-10-1-20
S-F-S-M-F-S



M-F-1-F-S-S
20-S-M-10-1-F
20-M-10-M-F-S



F-S-1-F-1-M
10-M-F-S-M-10
S-20-20-M-F-S

ZELDA IV PART 2



Last month saw the start of our Zelda IV player's guide. If you

remember, we'd just found the Slime key. Now it's time for the hard stuff...

Final score
97%

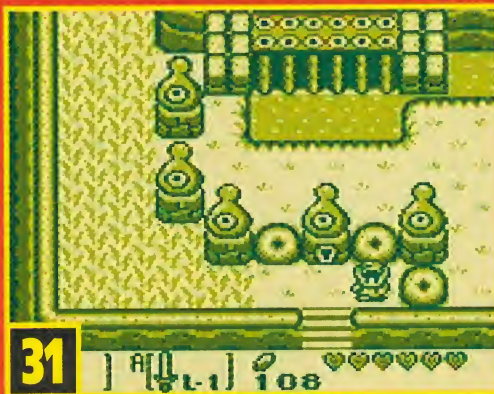
For Game Boy (1 player)

From Nintendo

Price £25



30 Uproot the bush to find the Slime key. You'll have to dig around a little, but it is down there.

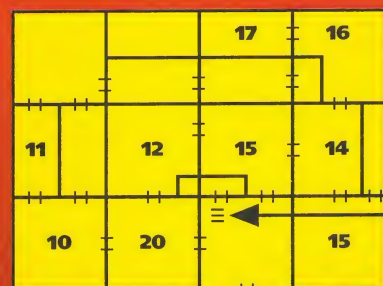


31 Take the Slime key. Now go left and up from Richard's Villa and open Dungeon 3.



32 Go down and right, then up and left to this location. Use the Roc's feather to jump left. Continue going left and enter the dungeon. You'll find the Key Cavern here.

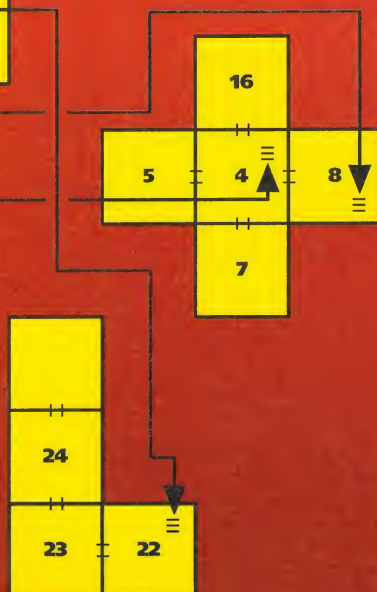
Dungeon 3: Key Cavern



The numbers in the text refer to the numbered rooms on the map (and the screenshots, where appropriate). Just follow the instructions for each room.



START



- To go up, pick up a pot and smash the door.
- Kill all the monsters and a chest with a key inside will appear. Now go through the exit on the right-hand side.
- Kill all the monsters and the doors will open. The chest contains a monster, so have your sword at the ready.



- Go down the staircase and head left.
- Switch to the feather and sword. Jump the gap and then



jump back when the monsters have disappeared. You now have plenty of time to kill the monsters when they reappear. Once you've killed them, get ready to grab the key which appears. (You won't get another chance to bag it.)

6 Kill all the monsters and you'll get a key. Hit the switch to go up the stairs. You'll find 50 rupees up there.

7 Grab a pot and throw it at the teleporting monster. Now kill all the other monsters to get a key.

8 Walk slowly up to the teleporting monster, then run along the moving walkway. You should catch it when it reappears.



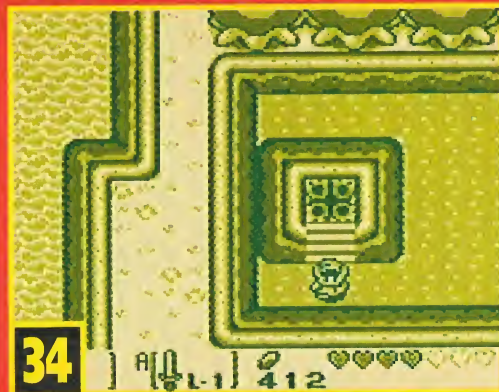
9 Go to every corner of this room to kill all the monsters. You'll now get a key.

10 Use the same tactics again to get another key.

11 Kill all the monsters to make a chest appear on the upper walkway. Open the chest and you'll find a map inside.



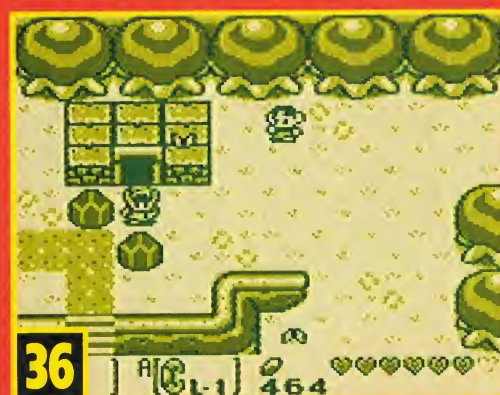
33 Before you get to the waterfall, travel to the desert in the south-east of the island. Once there, enter this secret tunnel.



34 After chatting with everyone in Animal village, head back to the Mabe village to give Tarin the stick. He'll use it to whack the Bee's nest. Once he's done that, he'll give you some honey.



35 Now go into this cave. Use the boots and sword to pick up 50 rupees.



36 Go to see Marin and learn the Ballad Of The Windfish. (It's a catchy little number.)



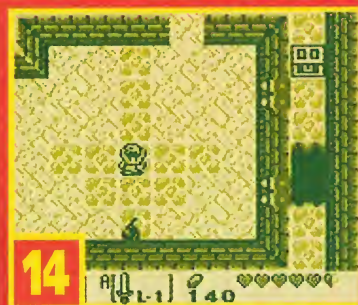
37a Go to the Dream Shrine and jump into the bed. Rush the monsters with your boots and sword. Now you can get 100 rupees and the Ocarina.



37b Use the teleporter to go back to Animal village.



12 When you reach this room, drop your bombs in front of the worms. With a bit of luck, they'll eat 'em and blow themselves up.



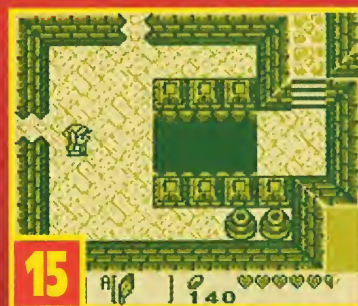
14 Put a bomb in the position shown to continue.



13 Push the blocks (as shown above). You can now get the Pegasus boots. Use your sword to charge and smash the crystals.

14 Put a bomb in the position shown to continue.

15 Use the boots and feather to jump the next two gaps. Get the Nightmare key. Now go back to the gap and drop a bomb.



15 Use the boots and sword to destroy the magnet monster and you'll get another key.



16 Use the boots and sword, then use the boots and feather.

16 You can kill these creatures in one of two ways. You can either bomb them, or run around the room in a circular direction, fighting them with your sword.

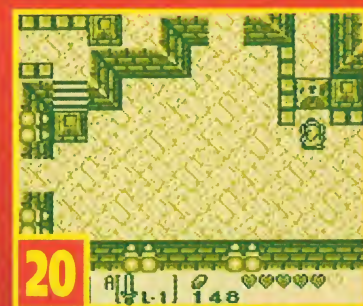


17 Use bombs in this and the next room. Kill the bomb monsters to get hold of another key. Now head back to the entrance.



18 Use the boots together with the sword to destroy the magnet monster and you'll get another key.

19 Using the boots, dash up the left-hand corridor. Kill the tiny blob monster. Now retrace your steps and kill the skeleton guards. Once you've killed them, a chest with a stone slab in it will appear.



20 Open the block at this point, then go down the stairs.



21 Use the boots and sword, then use the boots and feather.

22 Quickly destroy the teleporting monsters using the Pegasus boots and sword.



38

Go back to Animal village and give the cook your honey. He'll give you some juicy pineapple in exchange for it.



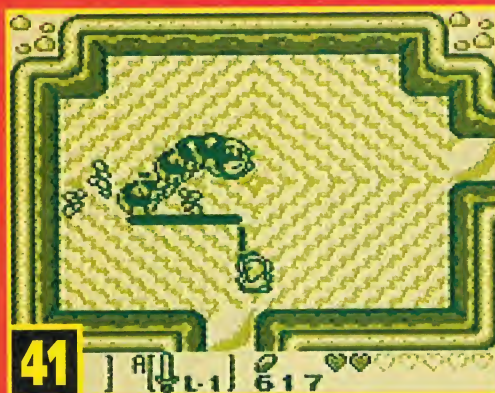
39

Nip back down to the beach and see Marin. She'll now come with you (she must like your pineapple).



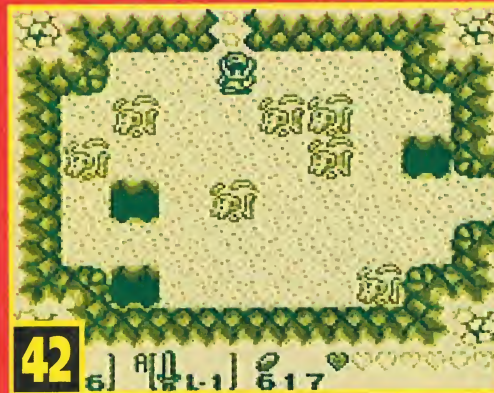
40

Revisit the Walrus and sing a duet with Marin to wake him up.



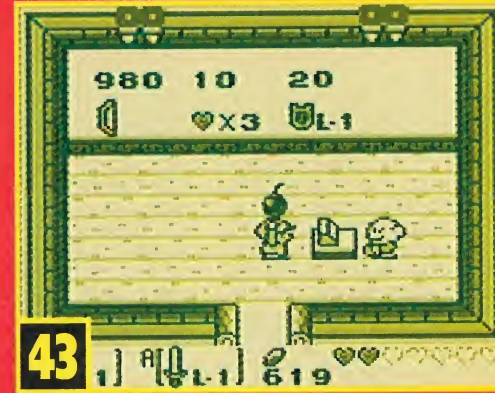
41

Travel to the top of the desert to reach this point. To beat the sandworm, hold the sword button down and face up. When the sandworm appears, walk into its face. Repeat this until it snuffs it.



42

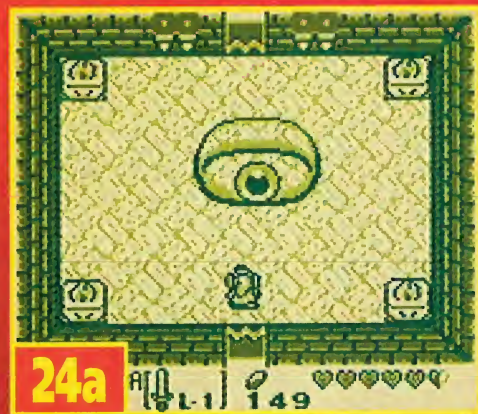
You now need the Angler key. Fall through the sand-hole and place a bomb. Go through the secret door and you'll find a piece of heart.



43

Now head back to the Mabe village to get stocked up on bombs.

- 23** Kill the monster to get hold of yet another key.
24 Using the boots and sword (you need them a lot on this level) run straight up to the top of the screen and then back down



24a



24b

again. This will make a huge eye appear. Keep running into the eye to split it in two. Concentrate on swiping one eye, making sure you move when it jumps. It will stun you for a few seconds, but killing the second eye is easier. Once you've killed it, you'll receive a heart. Sea Lily's bell is in the next room.



25

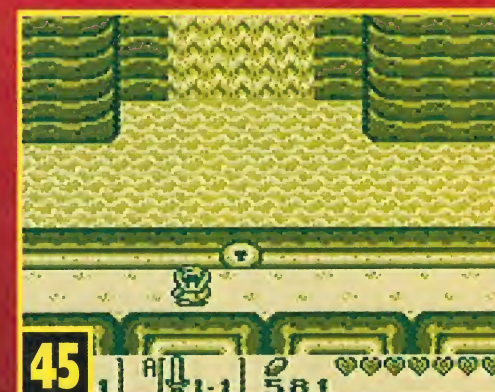
25 Pop into this room before you leave and you'll get yourself 200 rupees. The switch is in room 6.

If you thought that was tough, just wait till you see what we've got in store for you next month. And the month after. Paul Weaver is the man to blame.



44

Go to this point, then head down the secret passage in the woods. Throw some magic powder down the well to wake up the demon. Once he's woken up, he'll give you some extra magic powder. Hurrah!



45

Head right from Tal Tal Heights. Go to this point and use the Angler key to open Dungeon 4.

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Q & A

Send all your questions and codes to: Q&A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

Q I've just bought Jurassic Park for my Gameboy and I'm completely stumped on level 1. I've collected four security cards, and all the eggs from both inside and outside the buildings. But nothing's happened! I hang around the gate, but it doesn't open. How do I complete it?

Daniel Manzari, London

A You're very near to completing the level, Danny-boy. You need to visit one of the terminals in the movement detectors, or the computers in the buildings. The last time I played it I used the computer in the East building. Log on, select Gate Control, and if you have all the eggs and security cards, you will get the message



Start by finding a computer terminal...



...then log on and select gate control.



The computer will then open the gate...



...letting you go out into the main park.

'The main gate is now open'. So all you have to do now is get Tim through the Triceratop stampede, but, believe me, that's a task which is easier said than done.

Q I have got Turtles IV on the SNES. Is there any way to make it harder?
Ricky Lane, Reading

A I bet I know what you did. You went and completed it on your very first evening on the Easy setting, using all the extra continues that the game generously pushed your way. You sucker. And even when you turned the Difficulty right up, you found you could still complete it!

Ho-hum. Have you, by any chance, completed the game on the Hard Difficulty setting? You get an awesome, long ending sequence. Loads of great animation, utterly cool music... But, ahem, back to your question!

No. We don't know how to make the game harder (Anyone?). But you could try playing it with the joypad upside down, avoiding power-ups, trying to get as far as you can without fighting... That sort of thing.

In the meantime, try changing the music, that should cheer you up a bit. Select the sound test on the options screen and go through the sounds until you reach one called Staff. Start any other song with **BUTTON B** and if you then **PRESS BUTTON Y** it will change slightly. Smart.

Q In issue 23 we were stumped by a problem on Super Star Wars for the SNES, but John Heally from Birmingham has found a solution to Morry Layton's trouble. Morry's the chap from bonny Scotland who thought his game was crashing at the end of level 14, but it turns out his cart is okay after all.

Cheat cart codes Action Replay codes

There's a handy hotline number for each of the Nintendo formats, open till 5:30pm. Super NES is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992

BOB



- 7E022D63** - Infinite lives
- 7E023863** - Unlimited guns (flamethrower)
- 7E023963** - Unlimited guns (rockets)
- 7E023A63** - Unlimited guns (bolt)
- 7E023B63** - Unlimited guns (wave)
- 7E0F423B** - Unlimited time (turn Action Replay off at end of each level)

COOL SPOT

- 7E00D265** - Always have 101 cool points (turn Action Replay off at end of each level)

- 7E00D403** - Infinite lives
- 7E00D00F** - Unlimited energy
- 7E00AAXX** - Level select - replace XX with the number of your chosen level (between 00-10 - these include bonus levels)

PLOK

- 00DBD4F0** - Use with the code shown below to enable you to play the imported US version of the game on a standard UK PAL machine.
- 00803000** - Use with above code
- 7E076805** - Infinite lives
- 7E0806A0** - Unlimited energy
- 7E0848XX** - Level select - replace XX with the number of your chosen level (between 00-28)

WORLD HEROES

- 7E08C199** - Stops the time
- 7E08B1XX** - Changes the amount of time available - just replace XX with the amount of time

you need (between 00-FE, FF for unlimited time).

- 7E00DE01** - Simply keep kicking the middle of the screen for a perfect.
- 7E08C308** - Player 1 is Geegus

FACEBALL 2000



- 00XX2BDA** - Level select - replace XX with the number of your chosen level (between 00-32)
- 000370C7** - Infinite lives
- 00030CC2** - Unlimited energy

ALFRED CHICKEN

- 0105F1FF** - Infinite lives
- 03XXDCC4** - Level select - replace XX with the number of your chosen level
- 0A02EEC4** - Invincibility
- 0A0146CC** - Enables you to permanently keep bombs

ALLEYWAY

- 03XX45CA** - Level select - replace XX with the number of your chosen level

BATMAN RETURN OF THE JOKER

- 080A8AFF** - Infinite energy

A At the end of Level 14, you need to use your Photon Torpedoes at the end of the trench. When the beep gets very fast, fire with the **L** and **R** **BUTTONS**, then sit back and watch the glorious end-of-game sequence.

Q How do you do Guile's upside down kick on SF II?
Joseph Kempadoo, Camberwell

A Simply wait until your opponent is within close range, then deliver a hard kick.

Q I'm having difficulty on UN Squadron for the SNES. I never have enough special weapons to defeat the last guardian, because I have to use them up on the guardian before. Also is there a cheat to get extra money?

Michael-George Hemus

A The important thing to remember here is that each of the bosses has a particular weak spot. And that's the only point worth firing at, because the rest is too heavily armoured. You'll know you've hit the right spot when the boss flashes. Keep firing at that weak spot and Robert is your father's brother.

If you keep running out of special weapons, ask yourself the question, 'Am I being greedy?'. Cash doesn't come easy, so avoid spending too much early on, and only take what you need for each level. Don't forget that when you're shot down, you take all that hard-earned weaponry down with you!

The easiest way to make a load of cash quickly, apart from a flutter on the dogs, or robbing your local High Street bank is to take out the convoys of supply trucks. That way you can make a quick \$20,000. Luvly jubly, and all that. If you own an

Action Replay, the code 7E00D901 will also give you loads of cash.

Q On Super Mario World, I can't get past Awesome, because there is an impossible jump. What do I do?
Jamie Oakes, Eire

A I suspect you're talking about the jump towards the end of the level. The best way to get across this is to get a cape and hang on to it until the end of the level. You jump, hit the Koopa and float down onto the blue block. Then it's a simple jump to the Giant Gate.

The other way to do it is to jump (After the super star has worn off) and bounce off the Koopa onto the blue block, but this, as you can imagine, is much harder.

Q I am totally stuck on Castlevania 1 on the NES. I can get to level 4, but after that I just die on the moving bridges. Can you help me. Is there any way to get infinite lives or energy? I don't have a cheat cartridge like the Game Genie or anything.

Dean Hawkins, Merseyside

A The best advice we can give is to take your time over the platforms. The bats (which are one of the biggest problems at this stage of the game) are frustrating, since they tend to attack you when you're between platforms. Whip the fourth candle from the start of this stage and you will get a clock which you can use to slow the evil little flappers down to a more reasonable pace. Keep trying!

I haven't got any codes for infinite lives or energy, but if you enter HELP ME as the code, you'll have a full ten lives to squander in the bat-filled haunts.

Don't ask us - we just work here!

Even game heroes like us don't know everything. These are some of the questions we couldn't answer. If you can help, drop us a line at the usual address.

Q I've got a problem with Tiny Toon Adventures on the SNES. On the second level, I can't get past the jump at the end of the train on the normal and hard mode.
Ricky Lane, Reading

Q Do you know any Pro-Action Replay codes for Chuck-Rock on the SNES?
Ross Ellner, Ponsanooth

Q I've just bought Manic Mansion for my NES. I've followed your solution in Issue 6, but I'm still stuck. No matter which character I choose, when I ask 'em to use the ENVELOPE with the TYPEWRITER, they all say, 'I don't know what to type on it'. Can you help?
Liam English, Swaffham

Q I am having problems with Fester's Quest on the NES. I can get past the large crack in the road and I have the best gun, but I don't know what to do next.
Oisín Keshane and Oliver Capon, Essex

Q I am stuck on Super Mario World. I've done the secret on the Forest Of Illusion Ghost House, but I can't get down to the Fortress near Chocolate Island, because when I complete it, I have to take the route towards the Forest of Illusion 2. How do you do it?
Gavin Collins, Macclesfield

BONKS ADVENTURE

01031ECD - Infinite lives

DOUBLE DRAGON III



00045D63 - Unlimited energy for player 1.

0006DF63 - Unlimited Nunchuks for player 1.

00045E63 - Unlimited energy for player 2.

0006E063 - Unlimited number of Nunchuks for player 2.

0006E263 - Unlimited number of Iron Claws for Chin Seimei.

0006E163 - Unlimited number of Shurikens for Yagyu Ranzou.

SMASH T.V.

0001CA05 - Infinite lives for player 1.

0001CB05 - Infinite lives for player 2.

MICRO MACHINES

00032103 - Infinite lives

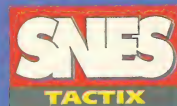
DOUBLE DRAGON II

00043203 - Infinite lives for player 1.

More Action Replay codes next month

Game Genie codes

SUPER DOUBLE DRAGON



4A8B6DA5

- Infinite lives for player 1

4A8B6705

- Infinite lives for player 2

9B8B04DB - Start one-player game with nine credits

DB88070B - Start two-player game with nine credits

DDB0D725 - Dragon power increases faster

SUPER PANG

DDB46F04 - Infinite lives

C9BB6FA4 - Infinite credits

FB8464D4 - Clock runs faster

108464D4 - Clock runs slower

A68464D4 - Clock runs much slower than usual

DD876DA4 - Infinite amount of time

TINY TOONS ADVENTURE -

BB6F14DF - Start with 99 lives

BBC0CFAC - Continue game with 99 lives

DDC03F07 - Infinite lives on football level

3CE9448A - Infinite health

DB6D47D0 - Start with nine continues on normal level

DB6D4700 - Start with nine continues on challenge level

PARASOL STARS



To use any of these codes you must remember to enter

GZUVASEO as your third code.

SZKTZUVK - Infinite lives

NNUVUUVN - Slower rate of fall

AEUVUUVY - Use parasol to control fall

BATTLETOADS



007-C2E-3BE -

Infinite continues

097-ED8-E66 -

Start with ten lives

FAC-CAF-4C1 + 007-B0E-F71 -

Infinite lives and infinite energy

063-26F-D5A - Energy halved on the first life

06E-388-D5A - Energy halved on all lives

CHASE HQ

111-22C-543 - No roadside obstacles to get in your way

TRACK AND FIELD

3E7-7FD-4CA + 007-80D-E6E -

Gives you 100% power

45D-999-E6D - Push up for the best angle on the long jump

45A-1EA-E68 - Push up for best angle on the javelin

45A-D1A-E68 - Push up for the best angle on the triple-jump

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Sales

● Master System II for sale with Alex Kidd built in and three other games, £60.
Tel: 0282 862237

● Super NES game (UK), Mortal Kombat, two weeks old, £40. Ask for Andy.
Tel: 0706 818685

● SNES (PAL) with five games, inc. F-Zero, 91% in TOTAL, Advantage joystick, converter, case, all boxed, £450 new, sensible offers considered.
Tel: 0463 83259

● Latest SNES stuff for sale. I'll also consider swaps on an 'equal status' basis.
Tel: 021-459 7576

● For sale NES games, Mario 3, Mario 1, Turtles 2, Tennis and Duck Hunt. Also Advantage, Max and Zapper. Offers?
Tel: 031-337 5581

● NES lightgun, three control pads, eight games (including Mario 1, 3, Double Dragon 1 and Double Dragon 3) and a Game Genie. Phone David after 4pm.
Tel: 0389 30235

● **10-month-old NES for sale, boxed with six top games, inc. Super Mario Bros. 3, NES Open Golf and The Fantastic Adventures Of Dizzy. Also, two control pads, only £85.**
Tel: 051-929 3792

● UK Super NES with Mario and eight other games, inc. SFII, Star Wars + Starwing, sell for £270, might sell individually. Also, US games for sale.
Tel: 081-660 0344

● TOTAL issues 1-18 (except issue 11), all excellent condition, £18 the lot ono. Ring after 6pm.
Tel: 0705 831103

● Sell Hook, F1 Race for GB, £10 each. F1 Race includes four-player adaptor.
Tel: 0420 489224

● I am selling SML1 + 2, Tiny Toons, Prince Of Persia and Nemesis for the Game Boy, £15 each, all boxed except SML1, all have instructions.
Tel: 0291 425894

● NES for sale, 10 games, lightgun, two controllers. Games include T2, Solar Jetman etc., £125 inc. or games £10 each.
Tel: 091-265 1029

● For sale, GB and Super NES games! Super Kick Off £17, WWF1 £14 (Game Boy), SFII £36 (Super NES), all boxed and with instructions.
Tel: 0772 632308

● Game Boy for sale, six games inc. Dr Franken, Konix, GB holster and light, worth £210, will sell for £100.
Tel: 0273 731872

● NES Action Set + six games, all boxed and in excellent condition, complete with games docking bay, £95 ono.
Tel: 0358 721254

● For sale, Super NES with three games and a universal adaptor in great condition for just £95. Also, Game Boy with six great games, including Star Wars, Mega Man and both Mario Lands, all boxed, just £85.
Tel: 0492 518896

● Super NES games for sale, Alien³ £25, Super Aleste £20, TOTAL issue 1, for decent price. Ask for Oliver.
Tel: 061-445 5499

● I will sell Zelda III for £25, Super Star Wars for £27, Super Mario World for £15 and Best Of The Best: Champion Karate for £30.
Tel: 081-878 5434

● Nintendo games for sale, Super Probotector £10, Solstice £15 and Digger T Rock £15.
Tel: 0494 524863

● The best damn hand-held has to go! Atari Lynx 1 with three solid games, including Klax! Hey, that's not all - it's going for a staggering £60. Beat that!
Tel: 0341 281160

● NES for sale, two controllers, one Zapper, four games, under a year old, boxed, mint condition, £80 for the lot. Call Phil.
Tel: 0665 89347

● Game Gear for sale with 42 games, Wide Gear, battery pack, AC adaptor, carry case, vgc, all boxed, £300.
Tel: 0244 681881

● Street Fighter II for sale with instruction booklet only, and £10 Virgin voucher, £25.
Tel: 081-997 9017

● Hi, I will sell my Game Boy for £45 or will swap for UK (Super NES) game, e.g. Mario All-Stars, Starwing, Alien³, Mario Kart. Phone Nick.
Tel: 0702 76835

● **Sega Game Gear for sale, inc. Sonic, The Terminator, Outrun Europa, World Class Leaderboard Golf (plus more), magnifier, carry case, mains adaptor, cheat book, all boxed with instructions, only £160.**
Tel: 0438 716593

● Super NES game for sale! NHLPA Hockey (UK), shop condition, £30 ono. Call Ben after 6pm.
Tel: 0797 260523

● NES with two controllers, Zapper gun plus five games, including Super Mario 1 + 3, Duck Hunt, Rad Racer and Chip 'n' Dale. Also, brand-new joystick, perfect condition, £90 ono.
Tel: 0454 416493

● Super NES games (UK), £30 each, Starwing, Super Star Wars, Desert Strike + Zelda III, all boxed with instructions.
Tel: 0772 881029

● Super NES with two controllers and

seven games, inc. SFII + Zelda, very good condition, must be seen. Worth £450, sell for £250. Phone Chris, 6pm-9pm.
Tel: 0707 326420

● Super NES + two pads, converter, £80. Mortal Kombat £40, Super Mario World £30, Joe 'n' Mac £30, Sim City, Zelda III, £25 each or everything for £225 (all UK, perfect condition).
Tel: 0602 720757

● **For sale, NES with two controllers, plus Castlevania, Robocop, Top Gun, Super Mario Bros. and NES Advantage, at only £60. Also available, Life Force Salamander £10, Star Wars £20, Mission Impossible £15, Bionic Commando £10. Super NES Street Fighter II, £30. All in excellent condition.**
Tel: 0460 74399

● NES games for sale, Rainbow Islands £26, Gauntlet II £25, Donkey Kong Classics £13 and NES Four-Score £15. Ring Matthew from 5-7pm.
Tel: 0484 537510

● Amiga 500 (2 Megs), 20-Meg hard drive, external drive, Action Replay, hundreds of games, disks, books, manuals, £300 ono.
Tel: 0344 773840

● Commodore 64, 40 games, one joystick, £55, worth £200.
Tel: 0203 368054

● Free SNES! Now I have your attention, mags for sale - GB Action, N-Force, Mean Machines and many more, 60p+.
Tel: 0223 862059

● UK SNES with six games, including Super Mario Kart and Mickey's Magical Quest, Commander control pad and SN Propad. All excellent condition, £250.
Tel: 0344 882969

● Super NES game, Krusty's Super Fun House, £20. Ask for David or I will swap for Mr Nutz.
Tel: 0293 773633

● For sale, F1 Race, Krusty's Fun House, Super Mario Land, hard carry case + mags, good condition. Games £15, carry case £5, mags free.
Tel: 0568 615729

● NES for sale, five games, NES Advantage, Zapper and two controllers, vgc, all boxed, unwanted gift, £80.
Tel: 0244 660644

● Super Scope, with six-game cartridge, hardly used, still in box, £35, F-Zero £35, or £55 both together, or swap the lot for Super Mario All-Stars. Ring after 6pm.
Tel: 0276 475469

● NMS magazines for sale. Also, GamesMaster and Console XS.
Tel: 0226 245606

● Super NES games for sale, Amazing Tennis (US), SFII (US), Zelda (UK), £25 each, Starwing (UK), Mario Kart (US), Mario World (UK), Action Replay + codes, £30 each, Super Scope £35, adaptor £7.50. Phone Will.

Tel: 0483 720624 (Woking)

● Sega Game Gear with nine games, including Sonic 1 + 2, Streets Of Rage and Lemmings. Worth £300, sell for £130. Ask for Graeme.
Tel: 0446 775565

● For sale or swap, Gods for Super NES (80%), boxed and instructions, will sell for £27 or exchange for Axelay, Top Gear, Parodius, Sim City, NHLPA Hockey or Probotector (all UK Super NES).
Tel: 0942 866621

● NES, 13 games (four US), one controller, Advantage stick, US adaptor, Game Genie and game holder, £150.
Tel: 0480 212721

● Game Boy with eight games, inc. Battletoads (90%) and Super RC Pro-Am (87%) and a link cable, sell for £100.
Tel: 0778 425463

● SML1, Dr Franken, Alien³ and Burai Fighter, worth £100 but sell for £30. The GB games are boxed. Call Atul weekdays at 16:35.
Tel: 0625 582011

● TOTAL! TOTAL! TOTAL 1 for sale. Offers. Ring Michael after 7pm.
Tel: 0223 862059

● Magazines for sale. Mean Machines (multi-format), 5, 10, 13, 14, 18, 21, 22, 23, 24, 75p each or five for £3.50. GamesMaster (multi-format), 1 (£5), 2, 3, 5, 6, 7, 8, 9, 75p each or five for £3.50. Mega (Sega), 1, 3, 50p each. Megatech (Sega), 10, 12, 50p each. Also, TOTAL issue 1 with TOTAL binder that nobody wants to sell cheaply, £100! (It is a collector's item.)
Tel: 0291 690771

● **NES for sale! With two controllers and Zapper + six games, SMB1, 2, 3, Rock 'n' Roll Racing, Duck Hunt, Robocop 2, Rad Racer, £80, or games £10. (Local area only.)**
Tel: 081-699 0179

● Master System, five games, Sonic 1 + 2, Transbot, Heroes Of Lance and Alex Kidd, two controllers, £40.
Tel: 0895 674469

● For sale, NES with controllers, Advantage joystick, Super Mario Bros. 1, 2 and 3, Duck Tales, Chip 'n' Dale, Teenage Mutant Hero Turtles, Double Dragon and Kung Fu. Will sell for £200. No offers or splits.
Tel: 0291 690771

● Street Fighter II for Super NES, UK, boxed, with instructions, £35 ono or swap for Striker.
Tel: 0504 762760

● Nintendo with Tiny Toons (88%), Battletoads (92%), Mario, Tetris and World Cup Football with four-player controller, £85 or swap for Super NES with game.
Tel: 071-372 2680

● NES games, Batman £15, SMB1 + Duck Hunt + Zapper £15, TOTAL issues 5, 8-11, 13-22, NMS 1-3, 5-7, 9-12, magazines £9.50 each.

Write to: Stephen, 149 Wynyard, Chester-Le-Street, Durham DH2 2TJ

● Game Boy for sale with Mega Man (unboxed), Tetris, Mario, carry case and light/magnifier, worth £90, will sell for only £40.

Tel: 0702 587397

● Super NES with nine great games, inc. SFII, Super Mario World, Best Of The Best, Super R-Type, Chuck Rock, all kit boxed, with instructions, two joypads + US/Jap converter, only £225 ono.

Tel: 0924 258026 (all day)

● Mega Drive and Super Nintendo games for sale, large collection. Prices start from £15 for Mega Drive and £25 for Super Nintendo.

Tel: 0922 403699

● UK Super NES with Alien³ for sale, boxed with instructions, excellent condition, only £10.

Tel: (Wigan) 213932

● NES for sale, five games, Metal Gear, SMB3, SMB1, Duck Hunt, Lifeorce, NES Advantage, Zapper gun, £60.

Tel: 061-969 1485

● BOB, Final Fight and Castlevania IV, £20 each, Super Mario World £15, Super NES controller £5. Ask for Hansen.

Tel: 081-677 6320

● NES for sale, six games, Mario 1, 2, two joypads, Zapper, Game Genie, carry case, £85 or swap for Super NES and any game. SNES must work!

Tel: 0371 874888

● Game Gear for sale! Three games, Sonic, Taz-mania, and Kick Off (all very good), mains and carry case, everything boxed with manuals, worth £208, sell for £85 or offers. Ask for Jeremy.

Tel: 0932 880149

● For sale, Super Nintendo with seven games, including SMB, Super Soccer, Super Tennis, Alien³, F-Zero, after 6pm.

Tel: 091-251 5610

● For sale, SNES R-Type (UK), boxed, excellent condition, sell for £30 ono.

Tel: 021-430 4275

● NES for sale with five games, including Paperboy 2 and New Zealand Story, with Zapper gun and two controllers, £110.

Tel: 0274 591292

● NES for sale, two joypads, Zapper gun, seven games, including Mario 1, 2 + 3, all vgc, £60. Call Daniel.

Tel: 0924 0473 310199

Swaps

● I will swap Starwing (UK, no box) for Striker.

Tel: 0782 397731

● I will swap my Super Mario World or F-Zero (boxed + instructions), UK, for your Zelda III or Super Probotector, UK.

Tel: 0364 653720

● I want to swap my NES games (some without boxes). I'm open to offers. Alternatively, I'll swap two of my games for a Zapper/Laserscope with Wild Gunman or To The Earth.

Tel: 0924 848007

● I will swap my SFII or Buster Busts Loose! or Super Soccer for Bubsy, Batman Returns, SFII Turbo or WWF2. Call Martin after 4pm.

Tel: 0772 423323

● I will swap Double Dragon 2 or Gargoyle's Quest (Game Boy) for The Chessmaster (complete). Ask for Paul after 4:30pm.

Tel: 0532 653272

● I have loads of NES games to swap, one NES game for one NES game, or two NES games for one NES game. Please ring for details.

Tel: 0895 674469

● Game Boy swap, my Hook and Bugs Bunny for almost any good game. Ring me now!

Tel: 0895 674469

● NES swaps. I have Swords And Serpents (boxed) and Zelda II (no box). Will swap one for either New Zealand Story, Micro Machines or Tiny Toons.

Tel: 021-382 2778

● NES swaps. Will swap Mega Man 3, Bart Vs Space Mutants for Battletoads, Snake, Rattle And Roll, Micro Machines, Tiny Toons.

Tel: 0323 897941

● Wanted, Starwing, Shadowrun, Zelda III, Alien³ and SFII Turbo for Super Star Wars, Sim City, Super Aleste, Super Mario Kart, Mario Paint and Super Mario World, all boxed except for Super Aleste and Mario World.

Tel: 061-483 4997

● I will swap Off Road, Action In New York, North And South (NES) for any good GB game.

Write to: Chris Mason, 4 Jenny Gill Crescent, Skipton, N Yorks BD23 2RR

● I will swap Mortal Kombat (UK SNES) for Star Wars or SFII Turbo. Must be UK. Ask for JC.

Tel: 0403 267194

● I will swap Battletoads (NES) for NES Open, Mega Man 3 or Micro Machines.

Tel: 0738 840674

● I'll swap my Game Boy + two games for a Game Genie or an Action Replay.

Tel: 0708 721789

● I will swap my Prince Of Persia (Jap), Zelda III (USA) or Pilotwings (Jap) for USA or Jap SNES games. Phone Scott.

Tel: 0462 670102

● I will swap my UK games (Super Mario World, Zelda III) for almost any decent Super NES games. Must include instruction booklet and preferably boxed.

Tel: 0245 353738

● Will swap my Game Gear, three games (Sonic 2, Columns, Super Monaco II) and Game Boy with three games for a US Super NES with one or two games (one or two joypads).

Tel: 0274 543826

● Swap an NES, five games and Game Genie for a SNES, two games, good condition. Ask for Yahya.

Tel: 081-741 5181

● Swap Spider-Man And X-Men or SFII

for any good game (call Ric after 6pm).

Tel: 0707 654990

● Hi! I'm a Game Boy owner. I have four games for swapping, Metroid II for R-Type II, Boulder Dash for Star Wars, Spider-Man for Garfield, Mega Man II for Castlevania Adventure.

Tel: 0244 316279

Wanted

● Wanted desperately, Monopoly and The Chessmaster for Super NES. Will swap for Lemmings or Castlevania IV (one of these for one of wanted) or will swap for Street Fighter II or Zelda III (one of these for both of wanted). Super NES UK version only.

Tel: 0291 690771

● Desperately wanted, Super Nintendo games, Actraiser on UK format only with manual, doesn't have to be boxed. Also, Super Star Wars, Prince Of Persia, Mickey's Magical Quest.

Tel: 071-231 2325

● SNES games wanted, Mortal Kombat, Striker, Tiny Toons, Starwing, Mario Kart, Super Tennis, Bubsy. W Yorks area only. Ask for Richard.

Tel: 0943 850874

● Please, please! I need Dynablasters for the Game Boy. I'm willing to pay £18 for a copy. Ask for Alex.

Tel: 0494 725685

Pen Pals

Hi, my name's Barry. I'm nine. I would like a pen pal (m), aged 9-10 years. I like football, American wrestling and playing computer games - NES, SNES, and Mega Drive. Will answer all letters.

Write to: 20 Cranford Lane, Heston, Middlesex TW5 9ET

● I am looking for a pen pal aged 9/10/11. They can be male or female. Must only be interested in Nintendo - no Super Nintendo.

Write to: Gavin Alcorn, 5 Backmuir Drive, Birkhill, Dundee DD2 5RA

● Hi, I'm Paul. I'm looking for a pen pal, m/f, aged 10-12. I am 11 and into SNES.

Write to: 3 Filliol Close, East Hanningfield, Chelmsford CM3 8UY

● Hi, I'm looking for a girl or boy pen pal aged 12-15 (I am 13). Have to like

Nintendo, not Sega. Photo if you want, I'm not that bothered.

Write to: Samantha Rule, 18 Chestnut Avenue, Langley, Slough, Berks SL3 7DE

● I'm looking for a m/f pen pal who has a Super NES, a sense of humour (age 9/10/11). Must be Sega hating and Nintendo loving.

Write to: Laurence Rowley, 172 Cromwell Tower, Cromwell Place, London EC2Y 8DD

● Hi, My name's Gary. Looking for a pen pal aged 10-12 who likes Super NES, pets and drawing. Photo if possible.

Write to: Gary, The Bungalow, Southbourne Avenue, Drayton, Portsmouth, Hampshire PO6 2HN

● Hi! I am looking for a pen pal, any age or sex. I am 10 years old, male. Someone write, please!

Write to: Lyndon Street, 28 Pollards Oak Road, Hurts, Surrey RH8 0JL

● Rich here. Male or female pen pals wanted, between 10-15. Must like Red Dwarf and Game Boy. Photo if possible.

Write to: Richard Vinson, 8 Rose Eglos Close, Budock Water, Falmouth, Cornwall TR11 5DU

● Hi, I'm Jim. I'm looking for lots of foreign pen pals, male or female, any age. I will reply to all letters.

Write to: Jim West, Santara, Gladstone Road, Burgess Hill, West Sussex, England RH11 5QQ

● Hi, my name is Jiri and I am looking for a pen friend. I am 13 years old. My hobbies are canoeing, computers, pop music. I like animals. I have two dogs.

Write to: Jiri Boublik, Budapestianska 6, 040 13 Kosice, Slovakia

● I'm 11 and I want a boy or girl pen friend of the same age. Must like Game Boy, NES and Super NES and support Man Utd. Photo if poss.

Write to: Janet, 80 Bullar Road, Bitterne Park, Southampton, Hampshire SO2 4GS

Messages

● To Em: Hiya! Have a kickin' Christmas! Love Lisa x (boona!).

● Jessany Richardson - yes, you! Have a great 30th birthday. Love STB at the DSS (6114). PS Stop playing your GB at work!

Reader ads! £1 for a normal ad! £5 for a boxed ad! Free to subscribers!

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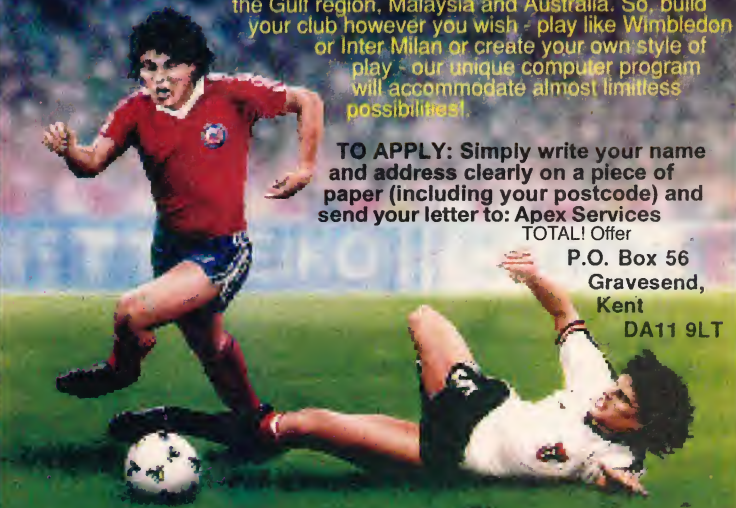
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A guide to Super NES movie licences

ALIEN'
90% (Issue 18)



Absolutely fantastic mixture of platform, shooting and strategy. One of the most atmospheric SNES games ever produced. Better than the film.

SUPER STAR WARS

87% (Issue 15)
Sumptuous graphics and a wide variety of gameplay make this a great licence.

JURASSIC PARK

84% (Issue 23)



Scrolling arcade game with adventure elements and some brilliant 3D interiors. Nice animation, but it's a tad slow.

ADAMS FAMILY

70% (Issue 8)
Fab-looking platform game



with lots to do and a difficulty level high enough to keep you hooked. Frustrating, though.

LETHAL WEAPON

69% (Issue 16)
Unimaginative licence with comedy sprites. A game involving chasing cars on foot would have been better.

BLUES BROTHERS

68% (Issue 19)



Scabby-looking platform game which should have had great sound but doesn't. Not as bad as it seems at first, though.

BATMAN

66% (Issue 19)
Repetitive gameplay spoils this good-looking and atmospheric platform game.

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Hoping to get a Super NES, Game Boy or NES game in your stocking this Chrimbo? Well, check out TOTAL Recall before you write to Santa and you'll know which ones to ask for, won't you?

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or higher.

Super NES

ACTRAISER 91% Issue 12 Any arcade slash 'em up with lovely graphics and loads of atmosphere

THE ADAMS FAMILY 70% Issue 8 Slick, good-looking arcade adventure which is a hell of a challenge but lacks originality.

THE ADAMS FAMILY: PUCKLEY'S SCAVENGER HUNT 89% Issue 16 This platformer plays well, looks good, and has an intense challenge.

AERO THE ACROBAT 83% Issue 24 Clever and pretty platformer which is a bit samey but loads of fun. **AGURI SUZUKI** 67% Issue 19 Average but fast racing game in a similar style to Pole Position.

ALIEN 90% Issue 18 Amazing animation and tough gameplay. The best Super NES film licence ever!

AMAZING TENNIS 33% Issue 15 Ridiculously poor and completely unplayable tennis sim. A real dodo.

AMERICAN GLADIATORS 7% Issue 22 No skill required, and the controls are tragic. Absolute rubbish.

ANOTHER WORLD 74% Issue 12 Technically stunning and potentially a classic, but it's too easy.

ASTERIX 77% Issue 20 Great licence but an average platformer.

AXELAY 81% Issue 11 Very pretty alien-blasters with patchy gameplay.

BASEBALL SIMULATOR 1000 39% Issue 18 NES-quality graphics and terrible animation. A real stinker.

BATTLE BLAZE 59% Issue 8 A second-division slugger which looks good but isn't varied enough.

BATTLE CLASH 28% Issue 12 A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.

BATTLEMANIACS 68% Issue 22 Visually brilliant, but the gameplay is the same as NES Battletoads.

BATMAN 66% Issue 19 Moody levels and a good-looking Batman don't make up for the monotony.

BART'S NIGHTMARE 53% Issue 12 Good-looking and varied, but the gameplay's too random.

BLAZEON 28% Issue 10 A sad sideways blaster with shuddery scrolling and a lack of aliens.

BLAZING SKIES 42% Issue 12 Random gameplay, shabby graphics and no atmosphere. Dreadful.

BLUES BROTHERS 68% Issue 19 Could have been a classic, but it's too unoriginal and too blimmin' easy.

B.O.B. 70% Issue 18 A funny, cute and appealing platformer, but it's just not varied enough.

BOMBER MAN 93% Issue 19 The best four-player game ever! Great value for money!

BUSSY 81% Issue 20 Fast and pretty, but too easy. (Still, it's better than Sonic.)

BULLS VS BLAZERS 52% Issue 20 Tough but slow basketball sim with good sprites and bad animation. Lots of teams but they're all similar.

BUSTER BUSTS LOOSE! 87% Issue 18 This stunning-looking platformer is cuddly and addictive, if a bit on the shallow side.

CAPTAIN AMERICA 31% Issue 23 Diabolical-looking beat 'em up with laughable scrolling. A travesty.

CASTLEVANIA IV 74% Issue 7 A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.

CALIFORNIA GAMES II 31% Issue 17 Unbelievably basic and repetitive attempt at a sports sim.

CAL RIPKEN JR BASEBALL 65% Issue 22 Not a bad attempt at a sim but the pitching lacks variety and it's all a bit too random.

THE CHESSMASTER 79% Issue 21 If you're a chess-head you'll like this. If you're not you won't. Simple.

CHUCK ROCK 61% Issue 14 A very basic platformer. It's pretty, but the gameplay's too simplistic.

CLAYMATES 77% Issue 22 Original platformer with great-looking sprites but sloppy level design.

COOL SPOT 92% Issue 24 Wonderful-looking and wonderful-playing game.

COSMO GANG: THE PUZZLE 69% Issue 19 Basic-looking puzzler which is fun for two but boring for one.

CRAZY SPORTS 54% Issue 21 Punning James Pond 'sport' sim with primitive graphics and no challenge.

CYBERNATOR 83% Issue 19 Get used to the cumbersome controls and you'll find a fab blaster here.

DARIUS TWIN 62% Issue 14 This shooter is action-packed but can get seriously repetitive.

DEAD DANCE 67% Issue 18 A beat 'em up which grows on you but still isn't a patch on SFI.

DENNIS 65% Issue 24 Platform game which looks good but just doesn't play well enough.

DEATH VALLEY RALLY 75% Issue 15 Fab-looking, fast and funny, but it's awkward and ludicrously hard.

DESERT STRIKE 88% Issue 13 An excellent blaster with a great mix of shooting and strategy.

DEVIL'S COURSE 43% Issue 22 A giant crazy-golf game which is too hard and uncontrollable to be fun.

DINOSAURS 55% Issue 11 Big, pretty and playable enough, but it's all fairly standard stuff.

D-FORCE 67% Issue 10 This vertical scroller looks basic, but it might keep you amused for a while.

DRACULA 46% Issue 22 Primitive graphics and uneventful gameplay. A wasted licence.

DRAGON BALL Z 24% Issue 21 Ludicrous attempt at a beat 'em up - with a split-screen format!

DRAGON'S LAIR 93% Issue 10 Probably the most tortuous and atmospheric SNES game you'll ever play!

DRAXKHEN 64% Issue 14 An RPG which gives you four characters to control but is too methodical.

DR FRANKEN 70% Issue 24 Huge game world and good controls, but there are no passwords or continues.

EVIL SWORD MA KENDO 56% Issue 19 Cute Manga-style platformer which is too easy and too basic.

F1 CIRCUS 64% Issue 10 Loads of options but the viewpoint is confusing.

F1 EXHAUST HEAT 59% Issue 12 Nice Mode 7 racetracks but the game-play is a complete non-starter.

F1 POLE POSITION 84% Issue 22 The emphasis is on realism rather than playability, but it's still very nice.

FAMILY DOG 47% Issue 20 A real dog of a game. Walk away slowly.

FINAL FIGHT 78% Issue 9 Look no further than this if you want a decent, varied and colourful beat 'em up.

FIRST SAMURAI 80% Issue 21 A good, solid platformer with lots of action. Stands out from the crowd.

F-ZERO 91% Issue 5 This futuristic, burn-up has to be seen to be believed! Heart-pumping stuff!

GEORGE FOREMAN'S KO BOXING 8% Issue 21 All you do here is stand in the middle of the ring and take the punishment. Appalling.

GODS 80% Issue 15 Great-looking, with a nice mix of killing and puzzles.

GOLDEN FIGHTER 34% Issue 20 A really third-rate beat 'em up with bad animation and naff characters.

GOOF TROOP 63% Issue 23 Zelda-esque puzzle game which is too simplistic but fun with two players.

GPI 60% Issue 22 Okay, but doesn't capture the thrills of real racing.

HARLEY'S HUMUNGUS ADV. 45% Issue 16 A very poor excuse for a platformer. Don't waste your dosh.

HOLE IN ONE 75% Issue 11 Although this only has 18 holes, the smart Mode 7 graphics make up for it.

HOME ALONE 2 53% Issue 13 This sprawling platformer is big, empty and contains nothing new.

HOOK 60% Issue 11 If you liked the film, you'll be disappointed with this.

JACK NICKLAUS GOLF 59% Issue 11 A potentially good game, but it's ruined by slow graphics and ponderous gameplay.

JAKI CRUSH 61% Issue 17 With only one table, this pinball game soon gets monotonous.

JAMES BOND JUNIOR 42% Issue 14 A ludicrous plot and game-play that manages to be even worse.

JOE 'N' MAC: CAVEMAN NINJA 72% Issue 9 Uncontrollable and too easy to finish, but still fairly playable.

JIMMY CONNORS TENNIS 93% Issue 15 A superb, incredibly playable tennis sim for up to four players. Easily as good as Super Tennis.

JOHN MADDEN '93 86% Issue 13 Fans of American football won't find a better sim than this.

JURASSIC PARK 84% Issue 23 Good-looking, straightforward action game, with some excellent 3D sections.

KA-BLOOEY 69% Issue 13 A taxing puzzler, but not really worthy of the Super NES.

KIKIKAIKAI NINJA 76% Issue 17 This cute shoot 'em up is well done and fun, but it's not big enough.

KING ARTHUR'S WORLD 78% Issue 17 A slick, well-presented strategy game, but it's a bit slow.

KING OF THE MONSTERS 41% Issue 10 A cross between Godzilla and WWF. Sounds fun but isn't.

KRUSTY'S SUPER FUN HOUSE 80% Issue 8 A bit gloomy for a 'Fun House', but this is an atmospheric puzzler nonetheless.

LAGOON 79% Issue 22 Nicely structured and playable RPG.

LAS VEGAS STAKES 20% Issue 21 Gambling game with no risk and no money to win. What's the point?

LAMBORGHINI 91% Issue 23 Lush-looking and supremely playable racing game. The bizarre super Scope option makes it even more fun.

LAWNMOWER MAN 79% Issue 24 Potentially superb, with some great sub-games, but ultimately flawed.

LEMMINGS 81% Issue 10 The squillion-year-old classic comes to the Super NES and it's still fun and frantic.

LETHAL WEAPON 84% Issue 16 Unimaginative use of a movie licence. A standard platform beat 'em up.

LOST VIKINGS 87% Issue 17 Hard-core cerebral action. Good-looking, innovative and slick.

MARIO ALL-STARS 99% Issue 21 Four Mario games on one cart - definitely the best cart ever!

MARIO AND WARIO 62% Issue 24 At last, another SNES mouse game. It's far too easy and irritating, though.

MARIO IS MISSING 92% Issue 21 'Edutainment' game which is both fun and educational. Engrossing stuff.

MARIO PAINT 48% Issue 10 A user-friendly art and music package but it's far too limited. Disappointing.

MIGHT AND MAGIC 60% Issue 24 Role-playing in its most tedious form. An outdated fantasy for dweebs with dice for brains.

MONOPOLY 41% Issue 17 Pointless and expensive. Just buy the board game instead.

MORTAL KOMBAT 70% Issue 21 An ok fighting game, but ultimately too repetitive and limited.

MR NUTZ 84% Issue 23 Stunning-looking platform romp, but it lacks gameplay and variety.

MUSYA 59% Issue 8 Dull Oriental arcade adventure with some neat bits.

NBA ALL-STAR CHALLENGE 48% Issue 20 Excellent graphics but dull gameplay, even with two players.

NHLPA ICE HOCKEY 91% Issue 14 A realistic and easy-to-learn ice hockey sim which plays wonderfully.

NIGEL MANSELL 71% Issue 22 Very good in most respects, but there's no two-player game.

NOLAN RYAN'S BASEBALL 68% Issue 18 This Manga-style sim is fairly playable but full of niggly flaws.

OTHELLO WORLD 45% Issue 22 Face it, classic board games just don't work on consoles.

OUT TO LUNCH 71% Issue 23 Cute and addictive platformer which is too unoriginal and uncontrollable.

PAPERBOY 32% Issue 10 Almost as bad as doing the real thing - and just as tedious as Paperboy 1.

PARODIUS 87% Issue 9 A fun shoot 'em up with plenty to get your teeth into. Too easy, though.

PGA TOUR GOLF 69% Issue 11 A nice user-friendly golf sim, with a simple layout and easy-to-use menu.

PHALANX 59% Issue 13 A horizontally scrolling shooter with all the biz, but the action's patchy.

PILOTWINGS 91% Issue 11 Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

PLAYER MANAGER 60% Issue 22 One of the more playable games of its type, but it's still for fanatics only.

PLOK 80% Issue 24 A game with that elusive feel-good factor. Looks, sounds and plays great.

POOL 82% Issue 23 Good ball movement and a smart two-player option, but boring for a lone player.

POP 'N' TWINBEE 78% Issue 20 Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long.

POPULOUS 61% Issue 12 A good conversion of the old god-game, but the novelty's worn off now.

POWER ATHLETE 28% Issue 14 Another SFI rip-off, and it's a pile of cack. The graphics are appalling.

POWERMONGER 70% Issue 19 Huge god-game which takes a while to get into but is mildly addictive.

PRINCE OF PERSIA 84% Issue 9 Very tough arcade puzzler. Lovely graphics and stunning animation.

PRO BASEBALL LEAGUE '93 79% Issue 18 Good, realistic sim, with Manga-style graphics and a great two-player option.

PRO QUARTERBACK 33% Issue 16 Nice features, but it doesn't really make it as an American footy sim.

PUSH OVER 68% Issue 13 Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.

RACE DRIVEN 17% Issue 12 Probably the worst Super NES driving game ever. Pathetically slow graphics.

RAMPARTS 68% Issue 20 This mixture of two game styles - Tetris and a war game - is far too easy.

RANMA 1/2 67% Issue 10 A nifty best-of-three-rounder beat 'em up which wins no prizes for originality.

RANMA 1/2 PART 2 68% Issue 16 Like part 1, with a few bits added.

Stand by your desks!

And now we take you through the keyhole of the TOTAL office. Now, whose desks could these be? Let's take a look... (Answers are on the right of each picture.)



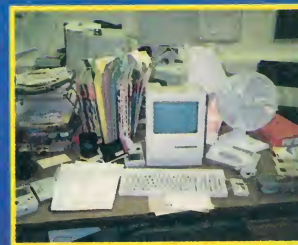
Frank O'Connor

Phew, just look at all that paperwork. This must be a very important person. Or a very untidy one.



Dave McEllean

This person must have a serious caffeine habit. That doesn't explain the personal bog roll, though.



James Blinn

This person may have the smallest computer in the office but they've got the biggest ego.

REN AND STIMPY 24% Issue 23
Cartoon-perfect graphics but an almost complete lack of gameplay.

RIVAL TURF 70% Issue 9
Good two-player stroll 'n' beat 'em up with high-speed gameplay.

ROBOCOP 3 37% Issue 12
A major disappointment. Poor graphics and non-existent gameplay.

ROBOCOP VS TERMINATOR 59% Issue 24
Ropey platformer shoot 'em up with little to recommend it.

THE ROCKEYER 28% Issue 7
Impressive to look at but the gameplay's a real turkey. Pointless.

ROCKY RODENT 68% Issue 22
All the makings of a fine platformer, but it's too quirky and not very original.

RPM RACING 46% Issue 9
More of a tourer than a racer - it's far too slow to get the blood rushing.

RUN SABER 60% Issue 21
This Strider clone has lush graphics but is dead simple to finish. Pity.

RUSHING BEAT RUN 53% Issue 21
Double Dragon/Final Fight rip-off which is just too darn boring.

SEPTENTRION 80% Issue 21
Fab arcade adventure with lovely graphics. (Jap instructions, though.)

SHADOWRUN 81% Issue 21
Big, moody and violent RPG with intriguing plot and complex puzzles.

SKILLJAGER 61% Issue 13
Bland scenery, basic animation and bog-standard action. Lackluster stuff.

SIM CITY 94% Issue 7
Possibly the best value game ever! A simple concept but a huge game.

SOUL BLAZER 89% Issue 12
Similar to Zelda, and almost as good. Huge, atmospheric and pretty.

SPANKY'S QUEST 54% Issue 12
An okay platformer, but it's hardly worth the price tag.

SPIDER-MAN AND THE X-MEN 67% Issue 13
Die-hard Marvelites may enjoy this, but even with Spider in it it's a very average platformer.

SPINDIZZY WORLDS 91% Issue 14
A wonderful puzzle arcade game with bags of variety.

STARWING 96% Issue 16
Also called StarFox, this FX chip game is the best shoot 'em up ever seen!

STREET FIGHTER II 94% Issue 8
Sound, graphics and gameplay in perfect harmony!

STREET FIGHTER II TURBO 96% Issue 21
If you haven't got the original (that, this is unmissable. There will never be a better beat 'em up!

STRIKE GUNNER 51% Issue 12
A scrolling shooter with nice-looking ships but tedious gameplay.

STRIKER 94% Issue 20
Simply the best footy game available for the Super NES at the moment.

SUMO 34% Issue 20
The fights are too complex, as are the Japanese instructions.

SUNSET RIDERS 78% Issue 23
A simple blaster with some nice touches but not enough variety.

SUPER ADVENTURE ISLAND 40% Issue 11
The rave soundtrack is pretty groovy but the game itself is very basic.

SUPER AIR DIVER 49% Issue 22
Fast and good-looking, but the gameplay is repetitive and your control is seriously limited.

SUPER ALESTE 85% Issue 12
If it's vertically scrolling shooters you're after this is the business!

SUPER BATTER UP 49% Issue 18
Cack-looking, uncontrollable and stupidly tough baseball sim.

SUPER BATTLETANK 50% Issue 14
This is like Desert Strike, but with tanks. And it's very tedious.

SUPER BIRDIE RUSH 48% Issue 21
Not techy enough for a golf sim and too slow for an arcade golfer.

SUPER BIRKURI MAN 24% Issue 19
A laughably dreadful SFII rip-off with no variety and no fun.

SUPER BUSTER BROS. 57% Issue 14
A Pang conversion with no two-player mode. Doesn't really work.

SUPER DOUBLE DRAGON 61% Issue 12
Decent graphics, but like the other DD games there's no challenge.

SUPER CONFLICT 69% Issue 18
A strategy game which is simple and limited but still fairly compelling.

SUPER EMPIRE STRIKES BACK 79% Issue 24
A re-run of Super Star Wars, with the same platform action, a vast area and loads of sub-games.

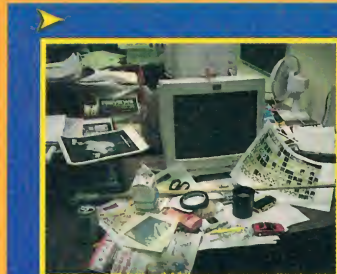
SUPER PI HERO 51% Issue 19
Scabby graphics, but fairly exciting racing - for about half an hour.

SUPER PI GRAND PRIX 56% Issue 19
Poor racing game with a top-down Mode 7 viewpoint. It doesn't work.

SUPER PI GRAND PRIX PART 2 53% Issue 19
Better looking than the original but even more ridiculously tough and unplayable.

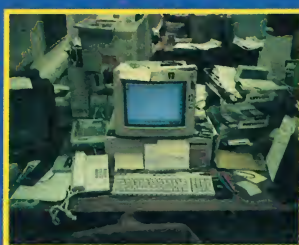
SUPER FAMILY TENNIS 75% Issue 22
Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis.

SUPER GHOULS 'N' GHOSTS 87% Issue 11
Lovely scenery and a challenge to knock your socks off.



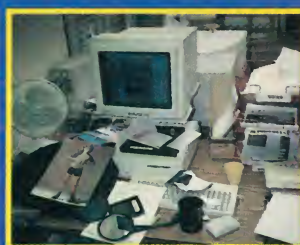
Lam Tong

Clearly, this is the desk of one of those arty-farty creative types who thinks tidiness is for squares.



Chris Burton

Two consoles on one desk - bit flash, eh? Could this person possibly play games for a living?



Ceri Vinos

This person doesn't get much attention but he's vital to the magazine. Pity he's leaving, then, eh?

SUPER FIRE PRO WRESTLING 2 54% Issue 18
Tons of wrestlers, but not enough moves or variety.

SUPER FORMATION SOCCER 44% Issue 22
Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original.

SUPER GOAL 33% Issue 18
Definitely the worst SNES footy game. It really will make you sick as a parrot.

SUPER JAMES POND 55% Issue 17
Fairly humorous platformer, but there's some horrendous slow-down and very little challenge.

SUPER KICK OFF 49% Issue 14
Too fast, too wild, and control is too cumbersome. Check out Striker.

SUPER MARIO KART 82% Issue 11
A highly original racing collect 'em up with Mode 7 split-screen tracks. Great fun but not particularly varied.

SUPER MARIO WORLD 98% Issue 4
This game's got it all - graphics, depth, challenge - it's also utterly wonderful!

SUPER NBA BASKETBALL 74% Issue 18
Despite having official NBA backing, this won't grab you if you're not a fan.

SUPER OFF ROAD 53% Issue 7
Weedy cars and samey tracks. Only any good as a head-to-head.

SUPER PLAY ACTION FOOTBALL 53% Issue 11
Far too complex and uncontrollable for novices. Try John Madden instead.

SUPER PROTECTOR 88% Issue 9
Unbelievable graphics and out of this-world gameplay.

SUPER PUTTY 80% Issue 23
Etertaining and varied platformer, but the controls are awkward.

SUPER R-TYPE 71% Issue 6
Stunning graphics, but let down by shallow gameplay.

SUPER SCOPE 43% Issue 8
The SNES version of the Zapper. Fun for a while but not really worth it.

SUPER SHANGHAI 49% Issue 20
Oriental puzzler that's fun and interesting but not worth more than £5.

SUPER SMASH TV 91% Issue 8
Superlatively brutal, thrilling and rock-hard! An excellent blaster.

SUPER STAR WARS 87% Issue 15
Not very original, but a great movie tie-in, with sumptuous graphics.

SUPER STRIKE EAGLE 38% Issue 19
A cross between Afterburner and a flight sim. A nice idea, but sadly it doesn't work.

SUPER SOCCER 80% Issue 6
Great visuals, a choice of teams and flexible controls, but it's unrealistic.

SUPER SUMO 36% Issue 20
Two blobs of lard wobbling about and fighting. That's fun?

SUPER SWIV 83% Issue 16
A classic Super NES top-down blaster. Be warned - it's incredibly tough!

SUPER TENNIS 96% Issue 5
One of the most playable and realistic tennis sims ever!

SUPER VOLLEY 2 26% Issue 19
A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.

SUPER WWF 81% Issue 6
Even if you hate wrestling, this'll wow you. It looks and sounds great.

SYVALION 20% Issue 16
This is utter crap. Don't buy it.

TAZ-MANIA 55% Issue 20
Fast and colourful race game, but it's stupidly tough and soon gets boring.

THE MAGICAL QUEST 81% Issue 13
A graphically stunning game, but the lifesan leaves something to be desired.

THE IREM SKINS GAME 64% Issue 13
Dunno what the title means, but it's just another golf sim, and it's dull.

TERMINATOR 55% Issue 17
An ordinary platform shooter with below-par gameplay. What a waste.

TIMESLIP 55% Issue 24
A platform shooter which, although quite a laugh, hasn't got the gameplay.

TOM AND JERRY 49% Issue 17
What a waste of the licence. Lifeless, poorly designed and unimaginative.

TOP GEAR 93% Issue 9
Fast, furious and fun racer - the best two-player racing game, like ever!

THE MODE 7 GRAPHICS are exceptional.

TOP GEAR 2 87% Issue 23
Although good, this is basically exactly the same as its predecessor. If you've already got that, it's pointless buying this.

TOTAL CARNAGE 74% Issue 23
Ropey conversion of the excellent coin-op. Speed and graphics aren't really up to scratch.

TOYS 7% Issue 22
This game is utterly devoid of gameplay.

TRODDERS 87% Issue 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS 72% Issue 11
If it's a realistic rather than playable golf sim you're after, give this one a whirl.

TURTLES IN TIME 63% Issue 10
Good-looking and occasionally quite fun, but it won't get the pulse racing.

ULTIMATE FOOTBALL 71% Issue 22
Arcade-style US footy game which looks good but is too haphazard.

ULTRAMAN 26% Issue 11
Poor animation and an almost total absence of gameplay. Dire.

UNCHARTED WATERS 42% Issue 18
A strategy game with lots of trading and a few bits of dull combat. Very boring.

UN SQUADRON 92% Issue 10
A brilliant blaster. You won't come across a much better horizontal shooter than this.

VIRTUAL SOCCER 68% Issue 24
Basic footy game which lacks finesse. Stick to Sensible Soccer or Striker.

WAYNE'S WORLD 35% Issue 19
A crap movie licence with a complete absence of gameplay.

WARP SPEED 31% Issue 18
A 3D shoot 'em up which is so out of date it just looks silly.

WHEEL OF FORTUNE 17% Issue 20
Tedious, tacky and completely pointless.

WING COMMANDER 89% Issue 14
Blasting flight sim with great graphics and thrilling combat.

WING COMMANDER SECRET MISSIONS 67% Issue 24
Almost exactly the same as the first Wing Commander game. This is basically an overpriced add-on.

WORDTRIS 61% Issue 15
A nicely done puzzler, but it's not exciting or addictive enough.

WORLD CLASS RUGBY 65% Issue 18
Fab two-player mode and lots of teams, but it's too frustrating to play on your own.

WORLD HEROES 55% Issue 24
A very unremarkable fighting game which falls miles short of Street Fighter II.

WWF: ROYAL RUMBLE 83% Issue 19
A better game than the original, with lots of good, straightforward, old-fashioned violence.

XANDRA'S BIG ADVENTURE 41% Issue 18
Cute graphics, but this platformer is very basic and you'll get bored very quickly.

XARDION 27% Issue 9
Everything about this platform shoot 'em up is naïve. Avoid like the plague.

X-ZONE 70% Issue 16
One of the better Super Scope blasting games to be released, but there's still not much to keep you amused.

YOSHI'S COOKIE 73% Issue 23
A Tetris-like puzzle game in which you have to make lines with biccies. Fun and challenging.

YOSHI'S SAFARI 69% Issue 23
Fab little racing game with an excellent Super Scope option. Bit too simple, though.

ZELDA II: A LINK TO THE PAST 93% Issue 11
Fantastic adventure that's big, atmospheric, and very tough. A real laster.

ZOMBIES 92% Issue 22
Fabulous-looking game with addictive blasting and exploring action, lots of baddies and a touch of humour.

Game Boy

ADDAMS FAMILY 52% Issue 7
A tough challenge, but it's all a bit plain. More puky than ooky.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% Issue 19
Unoriginal platform formula, but it's big, tough, playable and addictive.

ADVENTURE ISLAND 56% Issue 9
Loads of levels and smooth, clear graphics. Unfortunately lame gameplay, though.

ADVENTURE ISLAND 2 40% Issue 19
Dull, samey and easy platformer. You'll finish it in a few days.

THE ADVENTURES OF ROCKY AND BULLWINKLE 39% Issue 13
One of the naifest platform collect 'em ups ever to hit the Game Boy.

ALFRED CHICKEN 85% Issue 17
A classic looking yet original game, with fab graphics and superb design.

ALIEN 83% Issue 17
Big, eerie and rock 'ard arcade adventure. Much better than the movie.

ASTEROIDS 55% Issue 5
The simple but compulsive blaster of old just isn't the same on the Game Boy.

ASTERIX 74% Issue 20
A tough but bland platformer, ruined by the awkward controls.

THE AMAZING SPIDER-MAN 68% Issue 3
Lots of web-throwing and beat 'em up sequences make this moderately fun.

BALLOON KID 76% Issue 3
A cutesy little adventure providing excellent hazard-dodging fun.

BARBIE 45% Issue 21
Puky plot, over-sensitive collision detection and dull gameplay. Yuck.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY 92% Issue 4
Nicky structured gameplay and heaps of challenge. Wow!

BART VS THE JUGGERNAUTS 45% Issue 12
Mildly entertaining at first but then utterly frustrating.

BATMAN 80% Issue 1
A tricky little platform shoot 'em up. Small graphics but speedy action.

BATMAN: RETURN OF THE JOKER 86% Issue 10
Glorious graphics, fab sounds and five tough levels.

BATMAN THE ANIMATED SERIES 89% Issue 24
Superb graphics, sound and gameplay.

BATTLESHIPS 23% Issue 14
The Game Boy version of the pen-and-paper game. Boring and pointless.

BATTLETOADS 90% Issue 11
Heaps of variety makes this a real treat for Game Boy arcade fans.

BATTLETOADS IN RAGNAROK'S WORLD 88% Issue 24
A worthy successor to the first game.

BATTLE OF OLYMPUS 90% Issue 19
Big, complex and graphically gorgeous. The best RPG on the 'Boy.

BEST OF THE BEST 38% Issue 18
An uncontrollable karate game which doesn't have enough moves.

BILL AND TED'S EXCELLENT GAME BOY ADVENTURE 91% Issue 3
Rush down to the Circle-K and buy this bodacious cart now!

BLADES OF STEEL 60% Issue 6
Disappointing version of a great game. Not really suitable for the GB.

BLUES BROTHERS 74% Issue 10
A tough platformer with slow graphics but big and varied levels.

BO JACKSON 76% Issue 22
This cart has a baseball and a US footy game on it, and they're both decent.

BOULDER DASH 89% Issue 3
Superb graphics and lots of tough screens keep this interesting.

BOMB JACK 84% Issue 12
Maybe not sophisticated enough for some tastes, but still great fun.

BOXKLE 69% Issue 9
Looks easy, but the 108 puzzling levels just get harder and harder.

BOXKLE 2 72% Issue 10
Simple but engrossing. You won't find more refined puzzle-solving than this.

BRAIN BENDER 77% Issue 11
A fun and fiendish puzzler with a challenge that will last for ever.

BUBBLE BOBBLE 68% Issue 6
Terrifically addictive platform action. Passcodes make it too easy, though.

BUBBLE GHOST 22% Issue 8
Blowing a bubble around a house could have been fun. Sadly, it ain't.

BUGS BUNNY 43% Issue 1
This game has 80 levels, but sadly they're all much the same.

BURAI FIGHTER 84% Issue 4
A beautifully structured early scrolling shoot 'em up which will last.

BURGER TIME DELUXE 71% Issue 8
Maybe a bit too simplistic, but still an addictive, if odd, platformer.

CASTELIAN 75% Issue 8
Simple, frustrating and addictive. Could annoy rather than enthral.

CASTLEVANIA ADVENTURE 89% Issue 1
Lovely animation and detailed backdrops make this a real treat.

CASTLEVANIA II 90% Issue 5
Not brilliantly original but great fun, with massive levels.

CAESAR'S PALACE 60% Issue 6
None of the five gambling games here requires enough skill.

CENTIPEDE 68% Issue 5
Basic but tough and addictive. Fun to zap away at now and again.

CHASE HQ 50% Issue 20
Dated and uneventful racer with a cops-and-robbers flavour.

CHOPFLIFTER II 80% Issue 6
Graphics are unimpressive, but it's an involved game with lots of challenge.

THE CHESSMASTER 90% Issue 1
Snap this up if you can still find it - it's the only chess game you'll ever need!

COOL WORLD 39% Issue 19
Bizarre puzzle platformer based on the movie. Both are flops.

DAEDALIAN OPUS 45% Issue 5
Challenging, but not exciting enough if you're not into puzzles.

DARKWING DUCK 76% Issue 18
Nice-looking and varied, but the levels are too few and too easy.

DAYS OF THUNDER 73% Issue 4
Smooth(ish) vector graphics, but sadly it ain't that fast. For racing fans only.

DOUBLE DRAGON 2 77% Issue 4
Slick enough to keep you amused if you want yet another beat 'em up.

DOUBLE DRIBBLE: FIVE ON FIVE 33% Issue 20
Graphically confusing basketball sim with few good points.

DRACULA 80% Issue 22
A big and challenging game, but the jerky scrolling is off-putting.

DRAGON'S LAIR 79% Issue 3
Some of the best Game Boy graphics you'll ever see. Hard but playable.

DR FRANKEN 91% Issue 5
Beautiful platform adventure with detailed graphics. Flippin' brilliant!

DR FRANKEN 2 89% Issue 20
Huge platform adventure with great graphics, but spoiled by bad controls.

DR MARIO 64% Issue 1
Even with Mario, this eventually gets pretty dull.

DROPZONE 79% Issue 15
Loses summit on the 'Boy, but still a stiff challenge for shootin' freaks.

DUCK TALES 78% Issue 2
A snazzy little collect 'em up with a tough challenge and good control.

DUCK TALES 2 55% Issue 24
A playable platformer, but it's too easy and too similar to the original.

DYNABLASTER 93% Issue 2
With four games in one cart this offers terrific value for money.

EDD THE DUCK 80% Issue 21
Standard platform game, but a very playable and good-looking one.

EMPIRE STRIKES BACK 88% Issue 17
Not as classy as Star Wars but still a challenging platform blast.

F1 RACE 88% Issue 1
Loads of courses, four-player link up and fast graphics make this a corker.

F-15 STRIKE EAGLE 78% Issue 15
Frantic sea-of-the-pants combat, but not enough depth or variety.

FACEBALL 2000 93% Issue 5
Graphics you could frame and addition you could bottle.

HOOK 60% (Issue 11)
Even if you liked the film, you probably won't like this. Looks gorgeous but is too shallow to provide any lasting enjoyment.

TERMINATOR 55% (Issue 17)
Moody platform shooter with pathetic sound and disappointing gameplay. Tramp through six virtually identical levels, zapping anything that moves or just stands still and looks at you funny.

HOME ALONE 2 53% (Issue 13)
Huge platformer packed with, well, nothing, really. That brat Macaulay Culkin has got a lot to answer for.

A guide to Game Boy movie licences

BILL AND TED'S EXCELLENT GAME BOY ADVENTURE 91% (Issue 3)



Most excellent, bodacious and humungous action. Ahem. This has very little to do with the movie but is still a dead good platform game.

EMPIRE STRIKE BACK 88% (Issue 17)
A challenging platform blaster which, although not quite up to the standard of Star Wars, has gorgeous graphics and will keep you going a good while.

HOOK 88% (Issue 6)
Yet another platform game, although this one is redeemed by fast, smooth graphics, decent gameplay, and, um, loads of gorillas throwing banana skins.

ROBOCOP 2 86% (Issue 10)
A platform shoot 'em up which has nothing original but shines because it looks great and has some smart sub-games.

GHOSTBUSTERS 2 85% (Issue 4)
Who ya gonna call? You got it. You control two characters at a time and get to romp around through slick, cartoony levels.

ALIEN 83% (Issue 17)
Loads of atmosphere, realistic graphics and a vast playing area, but marred slightly by repetitive gameplay and some blurred graphics.

GREMLINS 2 82% (Issue 2)
Heaps of challenge and some great graphics. It would have been perfect if Phoebe Kates had made a guest appearance.

TERMINATOR 2

80% (Issue 3)



Good-looking platform game with some smart sub-games. You'll need both brain and brawn if you plan on finishing this one.

T2: THE ARCADE GAME

71% (Issue 13)

A frantic slaughterfest with bullets and bodies flying every where. The gameplay soon gets repetitive, but it's good fun for a while.

JURASSIC PARK

70% (Issue 23)



This big explore 'em up has great graphics but is let down by the gameplay. There are too many nasty dinosaurs wandering about and some of the sub-games are fantastically irritating, especially the very cack triceratops stampede.

HUNT FOR RED OCTOBER

40% (Issue 5)

The movie was more like a sneak 'em up, but it's been turned into a dull shoot 'em up here. It's slightly redeemed by a two-player game, but it lacks variety and there's not enough to get your teeth into.

A guide to NES movie licences

ROBOCOP 3

88% (Issue 13)

Brilliant platform shooter which is tough but intelligent, with detailed, good-looking sprites but fiddly controls. One of the best things about it is Robocop's funky strut.

EMPIRE STRIKES BACK

85% (Issue 12)

Enormous and challenging platform game which looks fantastic and includes great X-Wing and snowspeeder sub-games.

HOOK

84% (Issue 6)

Neat platform game with some nice touches. The graphics are sharp, detailed and colourful and really do credit to the humble NES.

FERRARI GRAND PRIX

CHALLENGE 63% Issue 11 All the usual racing stuff but nothing new.

THE FIDGETS 77% Issue 24 Tough puzzler platformer with nice, cute sprites.

FIREFIGHTER 79% Issue 21 Tough, frantic and original platformer. Dodgy graphics, but the action makes up for that.

THE FLASH 74% Issue 17 Not much action, but this platformer is enjoyable and challenging.

THE FLINTSTONES 53% Issue 18 This cartoon platformer is very neat but it's got one serious flaw - it's far too easy.

FOOTBALL INTERNATIONAL 70% Issue 8 A second-division game. With only one player it gets dull very quickly.

FORTIFIED ZONE 68% Issue 4 With only four short levels this mazy blaster won't entertain for long.

FORTRESS OF FEAR 84% Issue 2 A platform collect 'em up with good gameplay but no passwords.

GARFIELD 45% Issue 22 Garfield is a pretty cool dude but this platform puzzler is bland and unimaginative.

GARGOYLE'S QUEST 76% Issue 3 Variety, challenge and good looks. This needs brainpower and reflexes.

GAUNTLET 2 41% Issue 3 A faithful conversion, but it's a bit of a pain on the small screen.

GEORGE FOREMAN'S KO BOXING 20% Issue 14 What can we say? Er... 'Don't buy it!'

GHOSTBUSTERS 2 85% Issue 4 Slick gameplay, and controlling two characters at once makes it different.

GOAL 80% Issue 24 Titchy players and awkward controls make this footy sim very little fun to play.

GOLF 92% Issue 1 Everything you could ask for is here, including two-player link and battery.

GREMLINS 2 82% Issue 2 Great graphics and fun gameplay. Tough but well worth the aggro.

HAL WRESTLING 28% Issue 10 A truly crap wrestling game. You can't even tell the players apart.

HARMONY 69% Issue 11 A tough game, with original puzzling gameplay. Maybe a bit too hard, though.

HIT THE ICE 50% Issue 13 At first this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE 38% Issue 4 Wander around an empty house and bash a burglar every half hour. Dull.

HOME ALONE 2 57% Issue 16 Slightly better than the Super NES game, but much too easy.

HOOK 88% Issue 6 Fast, smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK 35% Issue 10 Looks nice, but the boring gameplay won't last for more than an hour.

HUMANS 60% Issue 23 Boring and slow Lemmings rip-off. It's big and cute, but don't bother.

HUNT FOR RED OCTOBER 40% Issue 5 Loads of levels which look the same but not much like the film.

HYPER LODE RUNNER 84% Issue 2 Classically simple platformer. Sad graphics but huge playability.

ISHIDO 68% Issue 5 Fun to begin with, but not enough variety to last.

JOE 'N' MAC 75% Issue 14 If you're after some raw challenge, this little monster will keep you going.

JORDAN VS BIRD 71% Issue 11 Three-in-one basketball sim which is sometimes annoying but usually fun.

JURASSIC PARK 70% Issue 23 Smart enough collect 'em up, but spoilt by some dreadful touches.

KID DRACULA 80% Issue 18 Cute platformer aimed at a younger market but still worthwhile for oldies.

KID KARUS 68% Issue 11 An engaging little platformer, but it's a bit samey. You'll soon get bored.

KILLER TOMATOES 79% Issue 9 A silly scenario but quite a fab game. Big levels and oodles of action.

KING OF THE ZOO 87% Issue 1 Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.

KIRBY'S DREAMLAND 39% Issue 12 An original idea, and it looks pretty, but it's far too easy. Shame.

KRUSTY'S FUN HOUSE 84% Issue 13 A well-done puzzler with simple design but tons of gameplay.

KWIRK 78% Issue 1 Fiendishly hard but incredibly playable puzzler.

LANBORGHINI 85% Issue 23 Simple and unoriginal, but still playable, fast and fun.

LETHAL WEAPON 41% Issue 18 A beat 'em up with poor control and boring action. More like Water Pistol.

LEMMINGS 90% Issue 14 The graphics are a bit dodgy but this is still as fun and addictive as ever.

THE LITTLE MERMAID 45% Issue 17 This swimmie game is too easy and too cute for all but the youngest players.

LOONY TUNES 80% Issue 13 Annoying scrolling levels, but brilliant animation and great action.

MCDONALDLAND 66% Issue 14 Fun for a while, but frustrating in the long run and desperately unoriginal.

MARBLE MADNESS 31% Issue 4 Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI 80% Issue 15 Fantastically simple, but guaranteed to draw you in and not let you go.

MAX 57% Issue 14 An average platformer with some nice ideas but disappointing graphics.

MEGA MAN 83% Issue 16 A challenging blast which is nothing new but still addictive and fun.

MERCENARY FORCE 54% Issue 9 Tough, different but ultimately tedious scrolly lefty-righty game.

METROID 2 66% Issue 8 Too big, empty and bland. Not enough action.

MICKY MOOSE/BUGS BUNNY 2 80% Issue 14 Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive.

MICKEY'S DANGEROUS CHASE 38% Issue 9 A non-eventful, sad excuse for a platformer.

MINER 2049ER 25% Issue 18 Primary-school graphics and probably the worst gameplay ever on the GB.

MISSILE COMMAND 49% Issue 7 Poor control method and lame visuals mean this falls short of the target.

MORTAL KOMBAT 59% Issue 21 Nice try, but let down by animation and controls.

MOTOCROSS MANIACS 91% Issue 6 Fast 'n' furious action makes this race 'em up totally addictive.

MOUSETRAP HOTEL 47% Issue 13 Sad platformer (starring Mickey Mouse) with an uncontrollable character and repetitive gameplay.

MR DO 80% Issue 10 High-perfect conversion of the highly addictive and cerebral maze-muncher.

MYSTERY 79% Issue 11 Adventure-cum-maze game with added shooting which works well.

NAIL 'N' SCALE 32% Issue 10 A tedious puzzle game which is more annoying than challenging.

NAVY SEALS 79% Issue 12 Run-along-and-shoot 'em up with good blasting gameplay.

NBA BASKETBALL 35% Issue 20 Nobby basketball sim that's unlikely to thrill even hardened fans.

NES 92% Issue 2 If you like classic blasters then add this one to your collection immediately.

NES 93% Issue 12 Just as brilliant as its predecessor. Tough but intensely playable.

NIGEL MANSE 73% Issue 23 Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP 64% Issue 1 More oddball than football. This game looks interesting but, sadly, lacks excitement.

OTHELLO 92% Issue 2 Wipes the dust off the ancient board game and brings it bang up to date.

PACMAN 51% Issue 7 Basic game and fiddly control. Things ain't what they used to be.

PANG 78% Issue 24 Conversion of the bubble-bursting coin-op, with 40 levels and a two-player option.

PAPERBOY 77% Issue 3 This game gets a lot of fans. Dunno why - it's as dull as the Sunday Times.

PAPERBOY 2 50% Issue 10 Virtually identical to the first game and just as lame.

PARASOL STARS 92% Issue 11 Don't let the cute looks fool you - this arcade's tough and very playable.

PARODIUS 83% Issue 10 A standard shooter at heart, but it looks fab and is plenty of fun.

PINBALL DREAMS 32% Issue 23 Oh dear. Lousy graphics, lame gameplay and only three tables. Pinball nightmare, more like.

PIT FIGHTER 27% Issue 10 This has a massive five opponents and a grand total of three fighters. Hmm.

POPEYE 2 82% Issue 15 Honest little platformer with no frills but fast graphics and good gameplay.

POPULOUS 70% Issue 19 A good attempt, but too awkward and too complex for the 'Boy.

POP-UP 61% Issue 14 Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.

POWERPAWS 34% Issue 20 Unoriginal and easy puzzle game with lots of tedious block-shifting antics.

PRINCE OF PERSIA 83% Issue 8 A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT 71% Issue 14 An absorbing and playful bash 'em up. Best by far as a head-to-head.

PROBATOR 92% Issue 8 Would-be Amies won't find a better blaster on the Game Boy than this.

PROPHECY 51% Issue 11 Big and varied platform game, but it's too tough and the action's patchy.

THE PUNISHER 49% Issue 14 Similar to Operation Wolf but too repetitive and too annoying.

Q*BERT 80% Issue 7 Just another platform puzzler, but the gameplay is timeless and addictive.

QIX 81% Issue 3 Guide a ship around, filling the screen as you go. Weird but worth a look.

RAGING FIGHTER 52% Issue 20 Beat 'em up with nice big sprites but dull action and not enough moves.

RACE DRIVER 88% Issue 19 Forget the dire Super NES game - this is one of the best GB racers ever!

RADAR MISSION 53% Issue 3 This is just like that old pen 'n' paper war game, Battleships. Hmm.

RAMPARTS 59% Issue 22 Weird puzzler-cum-war game which gets impossible after a while.

THE REN AND STIMPY SHOW 30% Issue 19 You'd have to be really stupid to buy this game.

THE RESCUE OF PRINCESS BLOBBETTE 55% Issue 2 Just as dull and aimless as the NES version.

REVENGE OF THE GATOR 85% Issue 1 Ace pinball play with smooth graphics and fab arcade features.

ROAD RASH 29% Issue 22 Basic race game with badly designed graphics and clumsy controls.

ROBOCOP 60% Issue 19 Better than both the Super NES and Game Boy versions, but still lacks content.

ROBOCOP 74% Issue 1 Entertaining and challenging enough, but too slow to be brilliant.

ROBOCOP 2 86% Issue 10 Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBIN HOOD 74% Issue 15 Great graphics and lots of slushy bits, but if you don't like RPGs, forget it.

RODLAND 90% Issue 19 Simple design but fun and engrossing platformer.

R-TYPE 86% Issue 1 A classic shoot 'em up with great graphics and plenty of frantic blasting.

R-TYPE II 68% Issue 14 Technically even better than its predecessor, but falls down on account of its lifespan.

SIDE POCKET 59% Issue 1 This pool game's okay with two players but is otherwise disappointing.

SKATE OR DIE (BAD 'N' RAD) 76% Issue 2 Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES 58% Issue 4 The GB version of NES Snake, Rattle 'n' Roll, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW 71% Issue 6 With simple graphics, this is great on the move. Too easy, though.

SOCCER MANIA 13% Issue 11 A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER 72% Issue 1 A playable top-to-bottom shooter, but let down by crude visuals.

SOLOMON'S CLUB 93% Issue 7 Stunning puzzle game which brainboxes and arcade fans alike will enjoy.

SPEEDBALL 2 51% Issue 16 A poor ball version of the classic game. It's too slow and the targets are unclear.

SPEEDY GONZALES 72% Issue 22 A decent game with lots of nice touches, but it's not very challenging.

SPIDER-MAN II 69% Issue 9 A playable little platformer, but not really of superhero proportions.

SPIDER-MAN III 70% Issue 19 Dull platform blaster which looks unoriginal and plays badly.

SPLITZ 83% Issue 20 Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.

SPOT: THE COOL ADVENTURE 66% Issue 18 Have you ever played McDonaldland? Well, this is exactly the same, i.e. very average.

STARHAWK 65% Issue 19 Same blasting formula as Nemesis, but with nowhere near the same excitement.

STAR SAVER 34% Issue 7 A tedious game with weedy visuals and formulaic gameplay.

STAR TREK 57% Issue 10 This has loads of levels and nice graphics, but the gameplay's lame.

STAR WARS 80% Issue 12 Big and tough, just like the NES shooter.

SUPER HUNCHBACK 90% Issue 7 Brilliantly animated platformer with dreamy gameplay and loads of extras.

SUPER KICK OFF 77% Issue 6 Quite simply the best footy game available for the Game Boy.

SWAMP THING 21% Issue 14 Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND 94% Issue 1 A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 70% Issue 12 This has all the usual Mario stuff, but it's not really up to scratch.

SUPER OFF ROAD 16% Issue 13 Even weaker than the SNES game. Slow, uncontrollable and frustrating.

SUPER RC PRO-AM 87% Issue 1 Great fun for four players but gets tiresome if you're on your own.

TALE GATOR 86% Issue 11 A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN 63% Issue 18 A shoot 'em up featuring Baloo the bear. Fun for a while but soon gets boring.

TAZ-MANIA 55% Issue 24 A load of old tat. It's virtually identical to Edd The Duck, but not as good.

TECMO BOWL 62% Issue 22 Good-looking American footy sim which is too haphazard to be fab.

TENNIS 90% Issue 1 Superb control and perfect graphics. You'll never pick up a racquet again!

T2: THE ARCADE GAME 71% Issue 13 If you can ignore the samey-ness you'll love the action-packed mayhem here.

TERMINATOR 2 80% Issue 3 A neat game with spiffy graphics and all the best bits from the film.

TESSERAEE 80% Issue 24 Fiendish puzzler with echoes of Othello. Three levels and nine different boards.

TEVY TOON ADVENTURES 89% Issue 9 A very playable platformer with some of the cutest graphics ever.

TIP OFF 78% Issue 13 Unoriginal basketball sim that does the job.

TITUS THE FOX 71% Issue 16 An average platformer, but the two-player link-up option is nice.

TOM AND JERRY 65% Issue 24 Tragic waste of a licence. Tom and Jerry actually co-operate!

TOP GUN: GUTS AND GLORY 60% Issue 15 Easy to learn, with loads of missions but poor air combat.

TOTAL CARNAGE 61% Issue 24 Even more disappointing than the Super NES conversion.

TOP HARKING TENNIS 92% Issue 21 Not as jolly as GB Tennis, but it has the edge in terms of gameplay.

TRACK AND FIELD 64% Issue 20 Decent version of the classic athletics sim, but only for button-bashing fans.

TRACK MEET 64% Issue 9 Well-designed athletics sim which has nothing new to offer but it is still fun.

TRAX 32% Issue 10 A blaster with almost no action. Sad.

TUMBLEPOOP 30% Issue 20 Dull platformer with a dodgy storyline. Get Rodland instead.

TURN AND BURN 80% Issue 15 A feature-packed, realistic flight sim with clean and detailed graphics.

TURRICAN 79% Issue 5 Massive and very challenging shoot 'em up. Almost as slick as on the NES.

TURTLES: FALL OF THE FOOT CLAN 91% Issue 1 A great beat 'em up, especially if you're a Turtles fan.

TURTLES 2: BACK FROM THE SEWERS 84% Issue 6 A fine sequel to the first game, with more variety and a tougher mission.

ULTIMA 84% Issue 12 It's a bit too easy to die, but this is a huge RPG which you'll want to finish.

WAVE RACE 70% Issue 16 Not the best racer ever, but the addition of water makes it interesting.

WORDRITS 44% Issue 16 A poor imitation of Tetris, but with words.

WORLD CIRCUIT SERIES 75% Issue 9 A good, playable racing sim. The F1 tracks are fiendishly hard.

WWF SUPERSTARS 49% Issue 4 Beautiful graphics and heaps of neat moves, but it's far too easy.

WWF SUPERSTARS II 44% Issue 11 This has nothing new and is ridiculously uncontrollable.

XENON 2 69% Issue 13 A polished conversion of a classic shooter, but it's looking dated now.

YOSHI'S COOKIE 73% Issue 23 Quite fun to play for an hour or so, but it's just another puzzle game.

ZELDA IV 97% Issue 23 Yes, yes, yes! If you don't own a Game Boy, this is the game to buy for!

ZEN: INTERGALACTIC NINJA 63% Issue 19 A horizontally scrolling beat 'em up with nice graphics and okay sounds but iffy gameplay.

ZOOL 60% Issue

OFFICE HOURS



Go ahead, punks, make my day! James goes ballistic after talking to the 10th reader that day asking how to turn the gore on in Mortal Kombat (you can't). Don't try this at home, kids!

BIONIC COMMANDO 63% Issue 13 Not awful, but hasn't got the playability of the arcade original.
BLADES OF STEEL 81% Issue 3 A highly playable ice hockey sim which will keep you going for months.
BLASTER MASTER 71% Issue 6 Neat graphics and lots of exploring, but no passwords and it goes on a bit.
BLUES BROTHERS 30% Issue 12 Tough, maze platformer with big, varied levels, but its looks let it down.
BLUE SHADOW 74% Issue 4 A slick platform hack 'em up. Great backdrops and varied enemies.
BLOOD, BLOOD, BLOOD 90% Issue 1 Addictive and challenging diamond-collecting, boulder-dodging action.
BUBBLE BOBBLES II 80% Issue 1 Frantic, addictive platform action. An almost perfect arcade conversion.
THE BUGS BUNNY BIRTHDAY BLOWOUT 31% Issue 4 Jerky scrolling, crap graphics and dull levels.
BUSKID CRUISE 65% Issue 16 The difficulty level's a bit patchy, but it's a huge, great-looking platformer.
BURAI FIGHTER 77% Issue 16 A solid blaster with a good mix of mindless blasting and tactical play.
CAPTAIN PLANET 70% Issue 3 A scrolling shoot 'em up with brilliant animation and a varied challenge.
CAPTAIN SKYHAWK 83% Issue 1 A superb blast 'em up with smooth graphics and frantic action.
CASTELIAN 71% Issue 8 Frustrating but enjoyable climb 'em up. Difficult yet compulsive.
CASTLEVANIA 71% Issue 7 A big, fun game, although you may find the gameplay a little repetitive.
CASTLEVANIA II 61% Issue 7 More adventure than the first game, but still pretty repetitive.
CASTLEVANIA III 80% Issue 7 The best of the Castlevania series. A meaty beat 'em up with lots of action.
CAVEMAN NINJA 67% Issue 4 Looks good but plays bad. Repetitive and badly structured.
CHIP 'N' DALE RESCUE RANGERS 81% Issue 4 Great graphics and fun gameplay. A bit too easy, though.
COOL WORLD 33% Issue 18 Even worse than the dire film.
COSSMIC SPACEHAWK 91% Issue 24 Tough platform puzzler which looks great and plays well.
CRASH DUMMIES 71% Issue 19 Nice graphics, but the action is unimpressive and the big levels are a drag.
CRACKOUT 22% Issue 8 Classic Breakout style, but bad design and stupid additions make it tedious.
DARKWING DUCK 62% Issue 23 A highly polished game with some rewarding gameplay but only four levels and some duff touches.
DAYS OF THUNDER 61% Issue 13 Clever view of the track, but all the races are very boring.
DEFENDER OF THE CROWN 71% Issue 1 A complex quest which looks interesting but doesn't quite work.
DEFENDERS OF DYNATRON CITY 37% Issue 12 Basic, boring and crudely all round.
DIE HARD 78% Issue 7 Looks tatty, but there's a neat game inside. Realistic and engrossing.
DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% Issue 1 Colourful graphics and slick animation, but it's deathly dull.

DISNEY'S ADVENTURES 44% Issue 10 A collection of five badly done sub-games. Basic and glitchy.
DEZZY 90% Issue 12 Massive, good-looking arcade adventure. Lots of variety, lots of challenge.
DRACULA 50% Issue 22 Smart graphics and animation, but it's too easy and too unoriginal.
DRAGON'S LAIR 83% Issue 3 A bit straightforward, but intriguing puzzles and amazing animation.
DONKEY KONG 40% Issue 5 Two ancient platform games which are showing their age a bit now.
DOUBLE DRAGON II 43% Issue 14 More dull beat 'em up 'action' from the duff Double Dragon team.
DOUBLE DRAGON III 36% Issue 11 It's tough, but you'll get bored before you finish it. Repetitive and unoriginal.
DOUBLE DRIBBLE 67% Issue 17 Simple basketball sim that is enjoyable enough but lacks variety. Strictly for fans of the sport.
DRAGONHOOF 90% Issue 14 An oldie, but it's a frantic megablast and ideal for a swift pick up 'n' play.
DUCK HUNT 43% Issue 4 A mildly fun Zapper game. Okay if you get it free with the Action Set but don't buy it separately.
DUCK TALES 69% Issue 2 Unoriginal but playful, with good animation and groovy characters.
DUCK TALES 2 55% Issue 2 A fun playable platformer, which you will complete in an evening.
DYNATRON CITY 90% Issue 13 Probably the best multi-player game you'll ever see on the Game Boy - simply unmissable!
ELIMINATOR BOAT DUEL 56% Issue 17 Two-player racer which is fun for a while but ultimately boring.
ELITE 56% Issue 11 This shooting explore 'em up is old but ace. Huge, absorbing and tough.
EMPEROR STRIKES BACK 85% Issue 12 Just a platformer at heart, but it's big, good-looking and fun.
PAKAMANI 88% Issue 13 Zelda-type adventure full of little puzzles. Great to look at and play.
F-15 STRIKE EAGLE 56% Issue 9 An okayish flight sim, but the graphics and sound are spectacular.
FERRARI GRAND PRIX CHALLENGE 61% Issue 9 Some nice ideas but the awkward controls make it too unplayable.
FESTER'S QUEST 14% Issue 22 A very shoddy game in which you wander around doing very little.
FIREHAWK 80% Issue 22 Challenging and strategic shoot 'em up, but let down by its graphics.
THE FLINTSTONES 46% Issue 10 Lovely graphics, but the finicky gameplay makes it too frustrating.
GALAXY 5000 52% Issue 7 Futuristic race and blast 'em up which is absorbing but too hard to control.
GAUNTLET II 88% Issue 1 Smooth scrolling and over 100 levels. An almost perfect conversion of the arcade game.
GEORGE FOREMAN'S KO BOXING 51% Issue 15 Looks odd and doesn't have enough oomph to compete. Very basic stuff.
GHOSTBUSTERS II 52% Issue 5 Some decent graphics and varied opponents, but it's far too easy.

GHOSTS 'N' GOBLINS 58% Issue 20 More of an endurance test than a game of skill. Leave well alone.
GOAL! 39% Issue 1 Lousy graphics, confusing gameplay and slow action.
GODZILLA 10% Issue 8 How shall we describe this? Ah yes. Crap, crap, crap, crap, crap. And crap.
GOLF 70% Issue 21 Crude and conventional sim which is easy to play and good for a laugh.
GREMLINS II 73% Issue 5 Challenging platform shoot 'em up. Graphics are great, gameplay less so.
GUMSHOE 75% Issue 4 More like a Mario game than a Zapper one. Fun, but a bit too weird.
HAMMERIN' HARRY 58% Issue 14 Looks nice and plays well, but it's unoriginal and far too easy.
HIGH SPEED 47% Issue 8 A pinball game with messy visuals and frustrating gameplay. Very limited.
HOGAN'S ALLEY 64% Issue 4 Point 'n' shoot action which is fairly entertaining but lacks variety.
HOME ALONE 61% Issue 16 Looks a real dud at first, but once you get into it you'll find it's quite fun.
HOOK 84% Issue 6 A neat movie licence with sweet gameplay and bright, clear graphics.
HUNT FOR RED OCTOBER 32% Issue 7 This waterlogged shoot 'em up gives you lots of weapons but it's too slow and uneventful.
IKARI WARRIORS 59% Issue 20 Tough shoot 'em up which is too badly designed to be any fun.
IRON SWORD 79% Issue 13 A Wizards & Warriors 2, this has great animation but is too frustrating.
ISOLATED WARRIOR 72% Issue 1 Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.
IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD 54% Issue 1 Far too easy, but this dirt-track racer is still great fun with friends.
JACK NICKLAUS GOLF 57% Issue 4 Detailed visuals and loads of features, but it's too inaccurate.
JACKIE CHAN ACTION KUNG FU 60% Issue 7 Smooth and smart-looking, but the action is too simplistic.
JAMES BOND JR 79% Issue 17 Nice graphics and a huge game area, but it's not challenging enough.
JURASSIC PARK 79% Issue 23 A nice-looking game which is quite fun to play but a bit slow in places. Not brilliant but not bad either.
KABUKI QUANTUM FIGHTER 71% Issue 13 Nifty graphics, but the levels are badly designed and it's all rather average.
KICKLE CUBICLE 62% Issue 4 This novel puzzler has great graphics and sound but it's a bit easy.
KICK OFF 53% Issue 4 Playable, challenging and fast. Even if you're not into football, this really is a remarkable game.
KIRBY'S ADVENTURE 53% Issue 23 Lovely-looking platformer with loads of sub-games which, tragically, is far too easy.
KONAMI HYPER SOCCER 83% Issue 6 Fast and fun, with a good two-player game, but it's a bit easy.
KUNG FU 36% Issue 13 Tedious beat 'em up with naff controls and lots of walking along.
LEMMINGS 85% Issue 11 The world's most sadistic puzzle game hits the NES, and it's as addictive and fun as ever.
LETHAL WEAPON 50% Issue 18 Bad animation and clumsy gameplay. Really second-rate stuff.
LIFEFORM SALAMANDER 84% Issue 21 Lovely scrolling shoot 'em up (sequel to Gradius) which is really fast and frantic.
LITTLE NEMO 77% Issue 8 This fun cartoony arcade adventure may be cute, but it's as hard as nails!
LOLO 65% Issue 8 A decent, challenging puzzler, but it lacks character and is a bit colourless.
LONG G MANSION 64% Issue 2 A huge, playable and ingenious game, with vast levels and beautiful graphics.
MANIAC MANSION 83% Issue 3 Fun graphics and clever puzzles make this menu-driven adventure game very playable.
MARBLE MADNESS 56% Issue 2 An excellent graphic conversion, but with only six levels it's too restricted.
MARIO AND YOSHI 66% Issue 15 A decent enough puzzler, but it lacks that all-important addictive edge.
MAXIVISION 15% Issue 10 What a load of rubbish! There are 15 games here and they're all crap.
MCDONALDLAND 77% Issue 13 Not a particularly original platformer, but it looks okay and is quite playable.
MEGA MAN 68% Issue 6 An extremely tough platform shooter, with no password system. Beware!
MEGA MAN 2 83% Issue 6 Not as tough as the first Mega Man, but better all round. Bright, funny and really rather good.
MEGA MAN 3 87% Issue 10 Better still. Tough gameplay, smooth graphics and lots of baddies.
MEGA MAN 4 88% Issue 22 Yet another MM game, and this one's the best-designed and most playable yet.
METROID 66% Issue 20 A big platform arcade romp that would last you a good while if it wasn't so dull.
MICRO MACHINES 92% Issue 9 This mini racer's fast and fun, with realistic gameplay and brilliant handling.
MIG 29 70% Issue 21 Challenging cart with two game styles. Fairly fun but too limited.
MISSION IMPOSSIBLE 79% Issue 4 There's lots of fun to be had with this spy sim if you persevere.
MONSTER IN MY POCKET 69% Issue 15 It's got the looks, it's got the gameplay, but where's the challenge?
MOS OPEN GOLF 86% Issue 10 Doesn't break any new ground, but manages to be both fun and realistic.
NEW ZEALAND STORY 93% Issue 5 A stunning arcade conversion from Ocean. Blinkin' fab!
NOAH'S ARK 86% Issue 16 Non-stop action, huge levels and loads of monsters. A superb platform shooter.
NORTH AND SOUTH 74% Issue 12 Patchy graphics, but this Civil War game is varied and enjoyable.
OPERATION WOLF 36% Issue 10 A crap lightgun game which is irritating as well as boring.
PAPERBOY 2 50% Issue 14 Unoriginal, uncontrollable and badly programmed. Oh, and boring.
PARASOL STARS 91% Issue 13 Cute, addictive and tough. This great platformer will soon get you hooked.
PIRATES 85% Issue 16 Atmospheric strategy game that will keep you playing for ages.
POWER BLADE 49% Issue 2 Rip-roaring sound effects and impressive beasts, but it's a bit of a dodder.
PRINCE OF PERSIA 35% Issue 15 Shoddy animation and awkward controls. Looks very dated now.
PRINCE VALIANT 59% Issue 14 Mildly engaging for a while, but ultimately too primitive and awkward.
PROBOTOCTOR 85% Issue 4 The NES version of the classic Contra. A frantic and challenging shooter.
PROBOTOCTOR II 81% Issue 14 A superb shoot 'em up which is tough, action-packed and great-looking.
PUNCH OUT 74% Issue 11 One of the better NES boxing sims, but too basic and simple.
RAD GRAVITY 74% Issue 14 Looks like a bit of a dud, but it's an intriguing platformer with loads of variety.
RAD RACER 66% Issue 9 Not bad, but spoiled by average graphics and repetitive gameplay.
RAINBOW ISLANDS 92% Issue 5 Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!
RESCUE: THE EMBASSY MISSION 48% Issue 5 Sniping, abseiling and lots of tip-toeing, but boy, is it dull.
RC PRO-AM 62% Issue 15 A weird game which plays really well but lacks depth.
RC PRO-AM II 76% Issue 17 A racer which can be fun for four players but doesn't involve much skill.
ROAD FIGHTER 44% Issue 6 Addictive and fun, but looks awful and is far too primitive.
ROBIN HOOD 63% Issue 14 An RPG-type explore 'em up with minor puzzles and major flicker.
ROBOCOP 56% Issue 20 One of the better versions, but still far too shallow and straightforward.
ROBOCOP 66% Issue 2 A fun stompy-and-blast 'em up, but it's too easy and lacks longevity.
ROBOCOP 2 79% Issue 10 A brilliant platform shooter, but with infinite continues it's far too easy.
ROBOCOP 3 88% Issue 13 A tough but intelligent game - brute force is not a good tactic here!
ROBOWARRIOR 21% Issue 23 A complete waste of time. This game is so dated it should be extinct.
ROLLER GAMES 72% Issue 2 A good mixture of jumping and punching. Not brilliant, but fun.
RUSH 'N' ATTACK 65 Issue 22 A decent platform beat 'em up, but it's looking a bit crusty now.
RYGAR 79% Issue 20 Huge, playable and action-packed arcade platformer, but it's possibly too easy.
SECTION 2 42% Issue 22 Conventional space shoot 'em up with repetitive gameplay.
SHADOWGATE 74% Issue 2 Taxing puzzles and plenty of places to visit. It's just a shame you keep dying.
SHADOW WARRIORS 47% Issue 3 Huge levels and varied graphics, but frustrating and awkward to control.
SILENT SERVICE 75% Issue 18 A good conversion of a fab strategic sim, but not quite right for the NES.
THE SIMPSONS: BART VS THE SPACE MUTANTS 75% Issue 18 Lots of humour, but it's tough and there are no passwords.
SKATE OR DIE 52% Issue 1 This has five sub-games, but none is very good and some really stink.
SKI OR DIE 53% Issue 2 Just like Skate Or Die - with more white in it.

SMASH TV 82% Issue 3 Lots of baddies make this a really frantic blaster, but it's a bit too repetitive in the long term.
SNAKE, RATTLE 'N' ROLL 90% Issue 1 Cracking 3D scrolling collect 'em up with pretty graphics.
SNAKE'S REVENGE 44% Issue 6 Quite fun to begin with but gets mighty dull after a while.
SOLAR ATTACK: HUNT FOR THE GOLDEN WARPSPIN 92% Issue 1 This shooting explore 'em up is one of the best of its kind.
SOLOMON'S KEY 89% Issue 21 Classic platform puzzler with detailed, colourful graphics and 50 screens.
SOLSTICE 90% Issue 1 Lovely graphics and slick gameplay make this vast 3D adventure well worth playing.
SPIDER-MAN: RETURN OF THE SINISTER SIX 67% Issue 15 Not very fast, frantic or, er, thrilling. There are loads of better platformers.
SPY VS SPY 69% Issue 23 Classic game which will soon get boring.
STREET GANGS 61% Issue 12 An odd-looking and unspectacular beat 'em up with a few good touches.
SUPER ADVENTURE QUESTS 69% Issue 19 Four games in one, but only one of them is any good.
SUPER MARIO BROS. 2 79% Issue 5 More varied than the first Mario game but not as good as SMB3.
SUPER MARIO BROS. 3 98% Issue 1 The most stunning platform game you NES will ever see!
SUPER SPORTS CHALLENGE 63% Issue 17 Good-value four-in-one sports game. Basic, but fun for two players.
SWORDS & SERPENTS 82% Issue 2 Bland scenery, but the animation and action make up for it.
SWORD MASTER 22% Issue 7 Probable the most boring NES game ever. Indescribably dreary.
TALE SPIN 59% Issue 14 Cute and colourful graphics, but it's too fiddly.
TERMINATOR 2 74% Issue 3 A spiffy little game-of-the-film. Good platform beat 'em up action.
TIME LORD 43% Issue 1 Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.
TINY TOON ADVENTURES 88% Issue 9 A brilliant conversion - playing this is even more fun than watching the cartoons.
TO THE EARTH 82% Issue 4 A proper 3D shoot 'em up, but with a Zapper. The best lightgun game you'll come across.
TOM AND JERRY 67% Issue 11 An ordinary and not very inspired platformer. (And where's Tom?)
TOP GUN 69% Issue 14 Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.
TOP GUN: THE SECOND MISSION 66% Issue 1 Amazingly fast visuals, but too hard to be much fun.
TOTALLY RAD 54% Issue 8 A skateboarding game which is original and nice-looking, but the difficulty structure is badly designed.
TRACK AND FIELD II 54% Issue 9 Another complex button-bashing sports sim. For fans of the genre only.
TROG 67% Issue 3 Looks great and plays well, but it's not hard enough.
TROJAN 52% Issue 21 Bog-standard scrolling beat 'em up with lots of baddies but few thrills.
TURBO RACING 81% Issue 9 Nice-looking and smooth-playing. A bit simple, but it will last a while.
TURTLES 68% Issue 13 Looks a bit cack, but this mixture of maps and bashing plays okay.
TURTLES 2 66% Issue 6 Lots of action and a few nice touches, but too repetitive and slow-paced.
TURRICAN 77% Issue 14 Platforms, guns, nasties - Turrican's got 'em all. Unfortunately, it's a bit tiresome.
ULTIMATE AIR COMBAT 82% Issue 15 The best NES flight sim yet. This will test even the toughest flyers.
ULTIMATE STREETMART 90% Issue 21 Super arcade romp full of basic but very playable little games.
WIZARDS AND WARRIORS III 76% Issue 7 Dull to start with, but becomes intriguing and playable.
WWF WRESTLEMANIA 30% Issue 6 Under the surface this game's a real lightweight, even for WWF fans.
WWF WRESTLEMANIA CHALLENGE 37% Issue 1 Good graphics and impressive moves, but it lacks challenge or excitement.
WWF STEEL CAGE CHALLENGE 40% Issue 13 Despite having all of wrestling's big names, this is very dull.
WRATH OF THE BLACK MANTA 42% Issue 13 Good graphics, but it's unplayable - the hero dies too much!
XEVIOUS 58% Issue 22 Simple, slow and ancient shoot 'em up. May have been worth buying 10 years ago.
THE LEGEND OF ZELDA 78% Issue 2 A vast but do-able quest, and the task holds your interest until you finish it. A classic.
ZELDA II: THE ADVENTURES OF LINK 82% Issue 2 The graphics could be better, but there's plenty of action to keep you going.

BATMAN 81% (Issue 1)

You'll find some excellent na na na na naa BATMAN action here. It's only got five levels, but they're huge!

JURASSIC PARK 79% (Issue 23)

Playable enough game which has you wandering around the island smashing eggs (but never actually getting to make any omelettes).

DIE HARD 78% (Issue 7)

Dodgy-looking game with fantastic gameplay. Manages to accurately recreate the atmosphere of the movie - yes, you too can be a sweaty, balding American in a vest.

GREMLINS II 73% (Issue 5)

Here you get to play Gizmo, the good Gremlin, and scamper around a huge building. Scrummy cartoony graphics and gameplay but the lifespan is too short.

TOP GUN: THE SECOND MISSION 66% (Issue 1)

Amazingly fast 3D sequences, but the difficulty setting is way too difficult. Gnarly two player option, though, so you can play Tom Cruise and a pal can be Kelly McGillis... Wahay!

HOME ALONE 61% (Issue 16)

Dodgy graphics and frustrating gameplay make this look a right dud, but there's a lot to do and see.

LETHAL WEAPON 50% (Issue 18)

A big game with non-stop action and a good difficulty curve, but spoilt by some feeble animation and a lack of innovation (and by Mel Gibson's appalling haircut).

HUNT FOR RED OCTOBER 32% (Issue 7)

Bog-standard shooter which is slow, ropey, ugly, and jerks sideways to an unforgivable degree. Even Frank O'Connor, who dreams of being the next Sean Connery, couldn't work up any enthusiasm for this feeble effort.

NEXT MONTH

Yet another list we've cobbled together.



The Nazis must Die!

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